WELCOME FRIEND

ABOUT THIS FILE

This file contains some unfinished artwork and text that has not been hyperlinked. A final version will be sent out later in the year with these issues rectified.

This file is intended to allow Kickstarter backers (and Backerkit pre-orders) early access to the game.

We do not intend any major design changes and it can be assumed the final edition will not significantly alter play.

WE NEED YOUR HELP

We are looking for feedback to ensure the book is as error free as possible prior to going to print.

While we the game has been playtested and professionally proofread some anomalies may remain.

In particular, we are looking for:

- Typos and grammatical errors.
- Incorrect pages referencing.
- Unclear or contradictory rules and text.

REPORTING AN ISSUE

To help us organize your feedback please use our online feedback form…

REPORT AN ISSUE NOW!

BETA (v0.9)

BREAK!!

RPG



CORE RULES

MADRIÑAN · GREY WIZARD

2+ | 4+hrs | Age 12+

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PREPARE FOR ADVENTURE

BREAK!! is a tabletop role playing game of exploration and adventure set in the fantasy realm of Outer World, a place of wonder and peril.



WHAT IS THE GAME ABOUT?

Outer World is broken. Most struggle to survive, huddling together in the ruins of the past.

Will you protect or abandon them?

Some pockets of civilisation remain. Their leaders seek to shape the future.

Will you help or hinder them?

Forgotten knowledge and lost treasures are rumored to have the power to change the status quo.

Will you wield them wisely?

Influential heroes and villains roam the land, leaving a wake of irrevocable change behind them.

Will you survive long enough to become one of them?

WHAT'S A ROLE PLAYING GAME?

In this Role Playing Game (RPG) you bring a fantasy world to life and create the brave adventurers to explore it with.

One player takes on the role of Games Master (GM). They devise and present challenges and situations to the players. For example, a town might be destroyed if the source of the corrupted mana is not found and stopped.

The others assume the role of the Player Characters (PCs). For example, these might be warriors, wizards or other adventurous figures. They must use their wits, and their characters' abilities, to overcome or circumvent the Game Master's challenges.

When the PCs, or other characters in the game world, attempt something risky they roll dice to determine whether they succeed or fail. The likelihood of success depends on the chosen course of action and the character's skill or competency.

GAMEPLAY

In BREAK!! the players take on the role of adventurers, plucky souls that roam Outer World in search of truth and treasure.

As an adventurer you will:

- Journey across shattered landscapes.
- Explore the world's ancient ruins and wonders of the modern age.
- Encounter and interact with Outer World's many unusual inhabitants.
- Negotiate or fight with monstrous or cunning adversaries.
- Survive and endure Outer World's many perils and challenges.
- Craft items, both magical and mechanical.
- Create social bonds with the friends you meet along the way.
- Attempt to rise through the
- adventuring ranks to become a legend.
- Experience the wonder, humor, tragedy, and triumph of adventuring.

INSPIRATION

BREAK!! is a love letter to the worlds and themes depicted in manga, anime and videogames. Thanks to all the creators that fuelled our imaginations and ambition.

Influences include:

- **Videogames:** Godslayer/Crystalis, SaGa, NieR, Mana Series, Final Fantasy Series, Zelda Series.
- **Animations:** Studio Ghibli, Berserk, Morabito, The Tower of Druaga: The Aegis of Uruk/Sword of Uruk, Sword Art Online, The Last Unicorn, Wizards, classic Disney.
- **Literature:** The Once and Future King, The Swords Trilogy, The Earthsea Series.
- **Other RPGs:** Stormbringer 1st Edition, Maid, Teenagers from Outer Space, Old School Hack.
- **Blogosphere:** The entire community of wonderfully talented and generous designers, artists, and enthusiasts.

GAMING GROGNARD?

If you are already familiar with RPGs and related gaming jargon, here's a quick system overview:

- BREAK!! only uses a d20.
- Aptitudes (Ability Scores) are set by your Calling (Class), not rolled.
- Experience Points are awarded for Rank (Level) advancement.
- Roll under Aptitude Checks (Saves).
- Point crawl overland travel system.
- Tactical, turn-based combat.
- Roll over enemy's Defence Rating (AC) to hit.
- Weapons do set, not random, damage.
- Hearts (Hit Points) reset every fight.
- Lasting injuries occur after your Hearts are depleted, and need to be healed.
- Scenario, not story based, adventures.
- Random Encounters with Mood rolls (Reaction).
- Success is determined by the player's situational decision making, and calculated risk.

USING THIS BOOK

GMs should read this book though prior to playing BREAK!! to familiarize themselves with the entire game.

Games run most smoothly if the GM is able to easily recall the information included in the Playing the Game (→ p209) section. Other content is less likely to be required during play and can be referenced before or during the game.

Cheat sheets (→ p450) are included in the Appendices that condense all the frequently referenced rules and information into one place.

WWW.BREAKRPG.COM

Join the BREAK!! community to access new content and find other players at www.breakrpg.com

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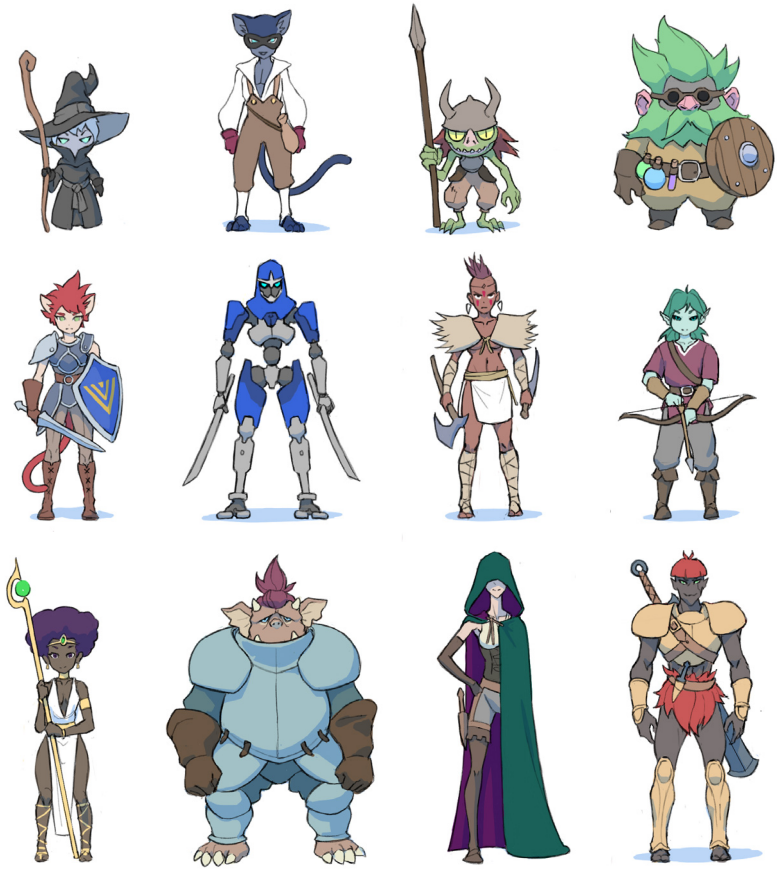
CHARACTER CREATION



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CREATING A CHARACTER

Adventurers have a special affinity with mana which enables them to attain magical or martial mastery that would normally require a lifetime of dedication.



CHOOSING A CHARACTER

There are six steps for creating a Player Character (PC). Each step defines more about your character and provides them with skills and abilities they'll be able to use in the game.

Your character has a big impact on how you approach the game's challenges. If you're a wily witch you'll use magic to sidestep an obstacle, but as a beastly barbarian you'll apply brute force.

TO CREATE A PC YOU WILL NEED

- **About 15 minutes**, or less!
- **A BREAK!! Character Sheet** (→ p444), or another less awesome piece of paper.
- **A pencil & eraser!** You'll need to record and update information as you go.
- **A twenty-sided die** (d20), or any random number generator set to a range of 1–20.

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CHARACTER CREATION PROCEDURE

START

STEP 1

Select your Calling

- Your Calling determines the focus of your core abilities (e.g. magic, combat, stealth) and therefore what in-game strategies will work best for you.

ⓘ Callings (→ p12)

STEP 2

Select your Species

- Your Species determines your physical appearance (e.g. size, shape, coloration) but also grants you with extra biological or psychological abilities.

ⓘ Species (→ p80)

STEP 3

Select your Homeland & History

- The life you had before becoming an adventurer provides you with specialist knowledge and a few useful starting items.

ⓘ Homelands & Histories (→ p108)

STEP 4

Select your Traits

- Traits enable you to personalise your character's natural abilities, making them more or less strong, agile, resilient, or perceptive.

ⓘ Traits (→ p130)

STEP 5

Select your Quirks

- Your Quirk is what makes you different from characters of a similar Calling and Species. It is an eccentricity that grants you a small advantage, often accompanied by a minor catch.

ⓘ Quirks (→ p132)

STEP 6

Add finishing details

- Finally, give your character a name and details about their appearance and personality.

ⓘ Character description (→ p148)

END



At each creation step you will be presented with many choices. There are two ways of making a decision: to randomly decide with a die roll, or to simply choose the option you like the sound of most.



I suggest rolling first, but choosing when you get a result you don't like. This way you'll get a character you wouldn't have thought up on your own, but will be sure to like.



While having characters of a similar type is not a problem, your players might want to communicate with each other to avoid any unwanted duplication.

STEP 1 · CALLING

Your Calling is what you where born to do: a combination of your training and instinct. Were you destined to be a disciple of the sword or a master of magic?



ABOUT YOUR CALLING

Calling determines your…

Aptitudes: Scores that describe your physical and mental capabilities (→ p217).

Combat Values: Information that describes how well you can fight (→ p246).

Calling Abilities: Skills or powers unique to your specific Calling.

Character Advancement: The way your Aptitudes and Combat Values develop as you rise in Rank.

Combat Gear Allowance: The weapons and armor you can use without penalty.

Step 1 instructions

1. Choose or roll on the Calling Table.
2. Use the Quick Start Info to fill in your Character Sheet. More detailed information is provided in the Calling's entry.
3. Starting Abilities marked with ⚠ require you to take additional steps described in the Ability's entry.

CALLING TABLE

Choose or roll your Calling

1-3	**Factotum**	(→ p13)
4-6	**Sneak**	(→ p13)
7-9	**Champion**	(→ p13)
10-12	**Raider**	(→ p13)
13-14	**Battle Princess**	(→ p14)
15-16	**Murder Princess**	(→ p14)
17-18	**Sage**	(→ p14)
19-20	**Heretic**	(→ p14)



While your Calling determines which tactical options will work best for you, your most useful asset during play is your wits!



Note, all Callings are gender-neutral and you can change their names to suit your preference. A Champion could be a Knight and a Battle Princess can be a Prince.

CALLING QUICK START INFO

FACTOTUM

You elevate everyday skills to an almost magical level. Your motto: be prepared, focus on the details, don't be a hero.



ⓘ More (→ p16)

7 MIGHT		+0 ATTACK	2 HEARTS
9 DEFT			
8 GRIT			
9 INSIGHT		10 DEFENSE	Average SPEED
9 AURA			

Starting Abilities

- Second to None (→ p17)
- Factotum Pack (→ p17)
- Don't Mind Me (→ p17)

CHAMPION

You are a valiant fighter who favors force and direct action. Why pick a locked door when it can be kicked off its hinges?



ⓘ More (→ p28)

10 MIGHT		+1 ATTACK	3 HEARTS
8 DEFT			
9 GRIT			
7 INSIGHT		10 DEFENSE	Average SPEED
8 AURA			

Starting Abilities

- Combat Momentum (→ p29)
- Favored Weapon ⚠ (→ p29)
- Into the Fray (→ p29)

SNEAK

You're a rogue who uses acrobatics and dirty tricks to succeed. Not everyone approves, but that's their problem.



ⓘ More (→ p22)

7 MIGHT		+0 ATTACK	2 HEARTS
10 DEFT			
7 GRIT			
10 INSIGHT		10 DEFENSE	Average SPEED
8 AURA			

Starting Abilities

- Light Footed (→ p23)
- Furtive (→ p23)
- Sticky Fingers (→ p23)

RAIDER

You find victory through speed and precision. Even the mightiest foes fear your fluid and precise combat prowess.



ⓘ More (→ p34)

9 MIGHT		+1 ATTACK	3 HEARTS
9 DEFT			
9 GRIT			
8 INSIGHT		10 DEFENSE	Fast SPEED
7 AURA			

Starting Abilities

- Like the Wind (→ p35)
- Hunter's Focus (→ p35)
- Sidestep (→ p35)

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BATTLE PRINCESS



You are a wielder of Heart Magic and a stalwart defender of the things you hold dear. You inspire and motivate all those around you.

ⓘ More (→ p40)

8 MIGHT		+1 ATTACK	3 HEARTS
8 DEFT			
9 GRIT			
7 INSIGHT		10 DEFENSE	Average SPEED
10 AURA			

Starting Abilities

- Heart's Blade ⚠ (→ p41)
- Shield of Love (→ p42)
- Soul Companion ⚠ (→ p42)

SAGE



You are a learned researcher and practitioner of Wizardry. Mana is yours to command, and with it you weave wonder and whimsy.

ⓘ More (→ p58)

6 MIGHT		+0 ATTACK	2 HEARTS
8 DEFT			
8 GRIT			
10 INSIGHT		10 DEFENSE	Average SPEED
8 AURA			

Starting Abilities

- Grand Grimoire (→ p59)
- Sage's Staff (→ p59)
- Prestidigitonium (→ p60)

MURDER PRINCESS



You focus your Wrath Magic to obliterate the source of your hatred. There will be no clemency for those who oppose you.

ⓘ More (→ p50)

8 MIGHT		+1 ATTACK	3 HEARTS
7 DEFT			
10 GRIT			
8 INSIGHT		10 DEFENSE	Average SPEED
9 AURA			

Starting Abilities

- Wrath's Blade ⚠ (→ p51)
- Withering Glare (→ p52)
- Tenacity (→ p52)

HERETIC



You read from the Blasphemer's Script to call forth the Forbidden. Sometimes they serve, sometimes they chastise.

ⓘ More (→ p68)

7 MIGHT		+0 ATTACK	2 HEARTS
7 DEFT			
10 GRIT			
7 INSIGHT		10 DEFENSE	Average SPEED
9 AURA			

Starting Abilities

- Fitful Sleep (→ p69)
- Dreadful (→ p69)
- Squire Marlow ⚠ (→ p69)







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FACTOTUM

Some are born to be great, other have greatness thrust upon them. Factotums are ordinary folk caught up in exceptional situations; their mundane approach to extraordinary problems is more effective than others might expect.





CALLING OVERVIEW

Typical Factotums: Crafty merchants, intrepid explorers, charming courtesans, and stalwart common-folk.

Abilities: Skills focus on the mastery of simple things. Whether it's figuring out an ancient device or talking the team out of a tight spot, the Factotum will find a solution.

Advancement: As Factotums rise in Rank they may become master artisans, social masterminds, or even accomplished surgeons. They'll also learn to be more helpful in a fight.

Aptitudes: Factotums have a wide breadth of expertise and, as result, have balanced Aptitudes. Might is their only weakness.

Weapons and armour: Factotums are happy in lighter armor and can use all but the most tricky weapons.

Who'd like to be a Factotum? As well as relishing the role of an ordinary person out of their comfort zone, this Calling is great for players who like to catalog and scheme, or invent and create interesting items.

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ABILITIES

STARTING ABILITIES

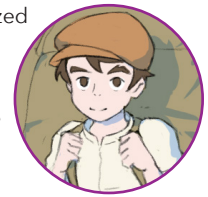
You start with three Abilities.

SECOND TO NONE

While now leading a life of high adventure, you rely on the little skills that have always served you well in the past.

- You have an Edge whenever you roll for a Check or Contest covered by one of your Purviews.
- ⚠ This replaces the Minor Bonus you normally receive on rolls related to your Purview.

FACTOTUM PACK



You carry your oversized backpack about effortlessly and, despite it being crammed full, you are able to produce the required item from it almost instantly.

- You start with a giant backpack that takes up 1 of your Inventory Slots, it is worn instead of a Traveller's Bag or Backpack.
- The Pack provides 8 additional Inventory Slots before you become Overburdened (→ p270), and can hold anything that doesn't exceed the available Slots, including a 'rider' (→ p187).
- You can retrieve and use any item stored in the pack in 1 Turn, rather than the usual 2.
- If lost or destroyed, you can make a new Factotum Pack by spending an evening modifying a regular Backpack (→ p173).
- ⚠ Your Pack functions like a normal Backpack if used by anyone else.

DON'T MIND ME

You have a distaste for direct combat and your mind is often looking for a way to help without going toe to toe.

- During a Fight, your opponents will not target you for Attack in any Turn where you are not intending to perform an offensive Action, or doing something that will obviously cause them harm or spoil their plans. For example, healing a friend would go unchecked but setting up a bomb would not.

ELECTIVE ABILITIES

You select a new Ability when you reach Rank 2, 4, 6, 8 and 10. An Ability can only be selected once unless otherwise noted.

STANDARD ABILITIES

Available for selection at Rank 2 or higher.

CRAFTING PRODIGY

You have a passion and flair for making things. With the right materials and a little time, you can create wonders.

- Select a Crafting Discipline to specialise in: Forging, Gadgeteering, Tailoring, Artificing, Alchemy or Cooking.
  - For specific rules on creating items refer to Craft (→ p280).
  - You can use either your Insight or Deftness for your Crafting rolls.
- You can identify items related to your Craft with an Insight Check.
- You can select this Ability more than once, to gain a new Craft.

FOLKLORIST



You've heard the old tales that say even the scariest monsters can be subdued with a pinch of spice or deterred by a drop of moon-plum juice. Is there something to them, or are they just stories?

- You may choose a consumable material (such as lantern oil or a treat) to act as a deterrent to an Unearthly Adversary.
- Unearthy Adversaries include: Asura, Devas, Demons, Undead, Unshaped, or any creature with 4 or more Allegiance points.

Requires a Contest

Your Insight vs. the Adversary's Aura. In addition:

- You must expend 1 Unit of the chosen consumable material.
- If a rare, or appropriate, consumable is selected your GM may offer you a Minor Bonus (+2).

  For example, Bright Water against a Dark Aligned enemy.

Success: You can choose between one of two outcomes:

- **Ability loss:** The Adversary loses the use of an Ability of your choice.
- **Protective circle:** The Adversary cannot enter a circle made from the protective consumable. 1 Unit can create a circle for a single PC, more Units can be used to create larger circles on this basis.
- The effect lasts for 24 hours.

Failure: You've wasted your consumable and look rather silly!

Use of this Ability is subject to the rule of Diminishing Returns (→ p256).

HEALER'S HANDS

You have trained as a physician or medic and are able to administer a raft of field surgery procedures.

Rank 1

- **Heal:** After a Fight, you can remove a single Injury (→ p259) from a patient.
- **Harvest:** You can remove two useful body parts from a dead, or inert, creature without spoiling them.

Rank 5

- **Graft:** You can now attach a Prosthetic Replacement (→ p262) to a patient.

Requires a Deftness Check

- A Physician's Kit (→ p176) and a clean space are also required.

An individual can only benefit from this Ability once a week.

COMBAT COORDINATED

You can organise a team offensive.

- When you use perform an Attack Assist (→ p256), you target an enemy instead of an ally.
  - **Rank 1:** Any Attack rolls made on the chosen enemy during that Turn receive a Minor Bonus (-2).
  - **Rank 5**: Any Attack rolls on your target now receive an Edge, instead of the Minor Bonus.

SILVER TONGUE

A seductive accent or eloquent phrasing makes your argument more convincing.

- You have an Edge on all Negotiation rolls as long as you are given a chance to speak.

SOCIAL LEARNER

Good friends share a lot of things without even realizing it. If you listen you, can learn.

- You gain a Purview of your choice from any Character you form a Social Bond (→ p276) with.
- If the Character is GM controlled, you should ask your GM what Purviews are available.

CUTTING WIT

Words may not break their bones, but they can still cut deep.

- In a Fight, you can attempt to unsettle an enemy by directing inflammatory words at them.

Requires a Contest

Your Aura vs. your target's Grit.

Success: Your target must either:

- Immediately attempt to Attack you on their next Turn, or…
- Lose 1 Heart.
- If they have no Hearts left, they must try and Attack you.

STALWART NAVIGATOR



Whether it's thanks to wanderlust, a natural sense of direction or an encyclopedic knowledge of the world, you always seem to be able to find your way around.

- **Guide:** You are able to act as a Guide (→ p226) when going on a Journey.
- **Cartography:** You can attempt to make a Map (→ 174) good enough to be used by others or sold.
  - **Rank 1:** You can create a Local Map of any area you have journeyed through.

    If you have enough Local Maps you can combine them into a Kingdom Map.
  - **Rank 5:** You are now able to create Region Maps from the appropriate Kingdom Maps.

    If you have a map of the four main surface Regions, you can combine them into a World Map.

Cartography requires an Insight Check

Success: You created a usable Map.

Failure: You need 24 hours to reset your compass before trying again.

ADVANCED ABILITIES

Available for selection at Rank 6 or higher.

BOON COMPANION

Sometimes a trusted pet suddenly begins to talk. This is a phenomenon that is often appreciated, occasionally lamented, but never questioned.

- An Animal Companion of your choice gains the power of reason and speech.
- Your Companion can speak the same languages as you.
- Your Companion will remain loyal to you, even if mistreated or coerced.
- Your Companion's personality and vocal tics will be true to their animalistic nature.

  For example, a Rokko-Do would be proud and aloof but a Slime might be easy going and relaxed.
- If the Boon Companion dies, you can select a new Companion to assign this Ability to, although this Companion must be in your service for at least a week before being eligible.

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TROUBLESHOOTER

When the proper tools aren't at hand, you can make do with the next best thing.

- You can attempt an Ability Check that requires a specific tool with an improvised alternative.

  For example, instead of requiring a Physician's Kit to perform Healer's Hands, you might use a ripped cloak as a substitute bandage.
- Any Checks performed with an inferior substitute incur a Minor Penalty (-2).
- Your GM decides whether a proposed substitute is acceptable. Is Immortal dandruff just as good as Arcane Powder? Ask your GM.

MULTI-TASKER

You make the most of your spare time with good scheduling and enthusiasm.

- You can perform two Activities during Downtime, instead of one.

⚠ Exception! You cannot Multi-Task if you have chosen Healing an Injury.

PACK TACTICS

A few extra spikes here, a metal plate or two there, and your bulky Factotum's Pack is now combat ready! Cower behind it or swing it at your foes.



- On your combat Turn, you can use your Pack as either:
  - A Mighty Weapon (→ p153), or…
  - A Large Shield (→ p169).

⚠ Gear Allowance Restrictions don't apply when using your Pack as a piece of Combat Gear.

MASTER OF SPECTACLE

Your showmanship can draw a crowd.

- You may attempt to gain the full attention of anyone within earshot.
- If uninterrupted, you can make the spectacle last for about 10 minutes.

VS Requires a Contest

Your Aura vs. the observer's Grit.

- GM Characters roll individually.
- Your GM can choose to make a single roll for groups or crowds.

THE BETTER PART OF VALOR

Running away can't grant you an extra life, but it can preserve the one you've got.

- Your Speed Rating increases by a single level.
- If running for your life, you have Supernatural Leaping (→ p107).

TRICKY COMBATANT

You're better at outsmarting your foe than you are at going toe to toe.

- You receive a Minor Bonus (+2) when attempting a Combat Trick (→ p256).

FORTUNE'S FOOL

Why rely on skill when you can cheat fate itself? Just be careful fate doesn't catch you trying to pull a fast one!

- You can request any roll be re-rolled if the outcome would have some sort of effect on you.
- You can only use this Ability once per game Session and you must accept the new outcome… even if it's worse!

COMBAT GEAR ALLOWANCE

You can use Standard, Concealed, Quick, and Lash Melee Weapons and all Missile Weapons. You can wear Light Armor without penalty, and use Small Shields.

ARMOUR

Light | Medium | Heavy* | Superheavy* | **Sm. Shield** | Std. Shield | Lg. Shield*

MELEE WEAPONS

Standard | Concealed** | Quick | Master | Mighty* | Arc* | Lash | Combo

MISSILE WEAPONS

Thrown | Drawn | S. Mech.** | L. Mech.

* Small Species restriction still applies (Chib, Goblin)
** Large Species restriction still applies (Promethean, Gruun)

ADVANCEMENT TABLE

RANK	ATTACK	HEARTS	APTITUDES					ABILITIES			XP
			MIGHT	DEFT.	GRIT	INSIGHT	AURA	START.	STAND.	ADV.*	
1st	**+0**	**2**	**7**	**9**	**8**	**9**	**9**	**3**	-	-	0
2nd	**+1**	2	7	9	8	9	9	3	**1**	-	6
3rd	+1	2	**8**	**10**	**9**	**10**	**10**	3	1	-	12
4th	**+2**	**3**	8	10	9	10	10	3	**2**	-	24
5th	+2	3	**9**	**11**	**10**	**11**	**11**	3	2	-	36
6th	**+3**	**4**	9	11	10	11	11	3	2	**1**	48
7th	+3	4	**10**	**12**	**11**	**12**	**12**	3	2	1	72
8th	**+4**	4	10	12	11	12	12	3	2	**2**	96
9th	+4	**5**	**11**	**13**	**12**	**13**	**13**	3	2	2	132
10th	**+5**	5	11	13	12	13	13	3	2	**3**	168

Bold text indicates the number has increased from the previous Rank.
* You can choose a Standard Calling Ability or an Advanced Species Ability if preferred.

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SNEAK

The Sneak eschews the glory-seeking antics of other Callings in favor of getting the job done... without being seen or hurt. Others may call them cowards or cheats, but it's hard to deny their wily efficiency.









CALLING OVERVIEW

Typical Sneaks: Cunning thieves, mysterious ninja, raffish dandies, and incorrigible street urchins.

Abilities: Skills focus on stealth, agility, perception and subterfuge. They are able to play an effective supporting role in combat and are good at avoiding injury.

Advancement: As Sneaks rise in Rank they learn more tricks to confuse and sidestep foes. Some learn to be just as slippery during Negotiation while others study the malicious uses of Alchemy.

Aptitudes: Sneaks are skilled and clever, and as such have high Insight and Deftness. Avoiding conflict results in low Might and Grit.

Weapons and armour: Heavy armor and large weapons are avoided by Sneaks as they are a detriment to their craft. Most Sneaks favor Concealed Weapons.

Who'd like to be a Sneak? Players who like to outwit and outmanoeuver opponents will enjoy this Calling.

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ABILITIES

STARTING ABILITIES

You start with three Abilities.

LIGHT FOOTED



As one might expect, you are especially nimble. You can move through terrain that impedes others and scale surfaces with deceptive ease.

- You are unaffected by Isolated (→ p250) and Precarious (→ p251) Battlefield Conditions.
- You are able to climb vertical surfaces with the slightest of foot holds without being slowed down or requiring a Check.

FURTIVE

You are so used to skulking around in the shadows that you conduct yourself with a habitual stealth.

- You always gain the benefit of Stealthy Movement (→ p234) while Exploring, even if your Team is using a different Movement Type.
- You have an Edge on Stealth rolls while acting as a Scout on a Journey (→ p228) or Exploring (→ p233).

STICKY FINGERS



While you would prefer the term 'Treasure Hunter' to 'Thief', you're skilled in relieving others of their possessions – even in the midst of battle.

- You can attempt to take an item from an individual in the same Battlefield Area as you after you perform a successful Attack, Attack Stunt, or Combat Trick on them.
- The item you can acquire is limited by the following:
  - It cannot be armor, an outfit or something currently being held by the target.
  - It must be something within your reach. A worn locket or ring would count, something sealed away in backpack would not.
  - It cannot occupy more than 2 Inventory Slots.

Requires a Deftness Check
Success: You snatched it.

ELECTIVE ABILITIES

You select a new Ability when you reach Rank 2, 4, 6, 8 and 10. An Ability can only be selected once unless otherwise noted.

STANDARD ABILITIES

Available for selection at Rank 2 or higher.

MANY MASKS

You're able to alter your voice and mannerisms to conceal your true identity. Very handy when you're cornered and there is no obvious escape route.

- You have an Edge on all rolls involving acting out different personas to fool others. You might even be able to trick people you know if your face is covered.
- You have an Edge when attempting to create Alter-Egos during Reputation Management (→ p275).

KAWARIMI

This technique allows you to nullify an attack via a misdirection. Your opponent strikes, convinced their blow has reached its target… only to discover they've hit a log wearing your hat!

- If you've been hit by an Attack, you can attempt to avoid taking any Damage with Kawarimi.

Requires a Deftness Check

Success: You manage to completely dodge the blow by slipping out of something you were wearing. For example, a cloak, a hat, or even by tearing off a sleeve.

- Normal Outfits used with this Ability are only partially removed, becoming a Tattered Outfit (→ p172).
- Already Tattered Outfits are simply destroyed. Embarrassing!
- Armor or Outfits of Magical Materials are discarded but otherwise undamaged.

Failure: You take the Damage.

- This Ability will not work if you have nothing left to slip out of!
- This Ability may only be used once per Fight.

METICULOUS DUNGEONEER

You have become rather good at gathering information with a mere glance, even when you're in the most dangerous of places.

- You're able to perform the Inspect Location Action (→ p235) without prompting a roll on the Adventure Site's Encounter Table.

TWITCHY

You are wired for self-preservation and have developed an almost supernatural sense of danger.

- You have an odd reaction that warns you that you are about to do something dangerous without realizing it.

  Perhaps you sneeze before opening a trapped door, or maybe your palms itch before you sip from a poisoned goblet.

SUDDEN STRIKES

Thanks to some lessons from a choice tutor, the Ninja of the Seven Holy Isles or your sucker punching sibling, you have become pretty good at catching others off guard with your fists.

- You are able to make Unarmed Attacks as if wielding a Concealed Weapon (→ p152).

ABLE ALCHEMIST

Alchemy allows you to create a of number of useful concoctions that greatly benefit practitioners of chicanery or skulduggery.



- You gain the Crafting Discipline Alchemy (→ p282).
- For specific rules on creating items refer to Craft (→ p280).
- You can identify potions and poisons related to your craft with an Insight Check.
- You use Deftness for your Crafting rolls.

LEGERDEMAIN

Developing quick fingers is something that happens naturally in your line of work, and you're happy to use them to fool or entertain.



- You have an Edge on all Deftness rolls that involve:
  - Removing or attaching an item to someone's person without them noticing.
  - Picking a lock or tampering with a mechanical device.
  - Performing card tricks, shell games and other forms of sleight of hand.

FLANKER

While a one-on-one fights is not an attractive proposition to you, ganging up on someone certainly is.

- During a Fight, you gain a Minor Bonus (+2) on your Attack rolls against opponents who are being attacked by another character in the same Turn.

COMBAT OPPORTUNIST

You aren't the best shot or the biggest hitter – but sometimes it's all about timing.

- You have an Edge on all Attack rolls made when you've chosen to React (→ p258).

ADVANCED ABILITIES

Available for selection at Rank 6 or higher.

STOWING

Knowing one day you'll get caught and patted down, you've found an intimate place to conceal a small object (in your hair, mouth or... other place). This little trick guarantees that you will never be stripped of that secret something.

- You may hide a single item, no larger than 1 Inventory Slot, somewhere on your person... even if naked!
- The stowed item does not take up one of your Inventory Slots
- The stowed item cannot be found via conventional search methods.
- It takes a Turn to retrieve a stowed item from it's hiding place.

INNER DRAMATICS

Your overactive imagination is constantly scheming and assessing the odds. If Plan A looks like it ain't gonna happen, then you've already got Plan B all figured out.

- You may cancel an Action you have made if you are dissatisfied with the results... it turns out you were only playing it out in your mind.
- You can now choose a new Action, but it must be different from the cancelled Action.
- This Ability may only be used once a game Session, so you are stuck with however your second choice works out.

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BORROWED BLADE



Like a rat, you are most deadly when cornered. When you find yourself encircled by the town guard or an angry mob, you have a few manoeuvres to tip the balance back in your favor.

- You can attempt to redirect a failed Attack roll against you onto another target, if they are in the offending weapon's Range.

Requires a Deftness Check

Success: You redirect the attack towards your chosen target.

- If the original Attack roll exceeds your chosen target's Defense Rating, they suffer the consequences.

CHARMING GRIFTER

You have learned that an innocent smile and a touch of false sincerity can hide even your most outlandish fabrications.

- During Negotiation you add an Edge to the Primary Negotiator's Aura Check If they are using the Honeyed Words/Outright Deceit Tactic (→ p240).
- If your team is using another Negotiation Tactic, you can offer 'total lies' as an Influencing Factor, granting a Minor Bonus (+2).

HIDE IN PLAIN SIGHT

You can lose pursuers even when they are right on top of you, it's like you just vanished into thin air.

- You can attempt to hide while being observed, assuming there is room to move, somewhere to hide and/or something to provide a distraction.
- ⚠ This Ability can not be used if you are being Restrained, or in an empty and well lit room.

Requires a Contest
Your Deftness vs. the observer's Insight.

Success: You have 'disappeared'. You remain hidden until you Move or take another Action. Any foe must spend a Turn to re-enter the Contest to detect you.

CAT'S EYES

Darkness is your ally in all things.

- You are able to see, or at least sense, in total darkness without suffering a penalty.

DESPERATE SCURRY

Your quick feet are jokingly referred to as your 'Ultimate Technique'.

- Your Speed Rating increases by a single level.

COMBAT GEAR ALLOWANCE

You can use Standard, Quick, and Concealed Melee Weapons and all Missile Weapons. You can wear Light Armor without hindrance.

ARMOUR

Light | Medium | Heavy* | Superheavy* | Sm. Shield | Std. Shield | Lg. Shield*

MELEE WEAPONS

Standard | Concealed** | Quick | Master | Mighty* | Arc* | Lash | Combo

MISSILE WEAPONS

Thrown | Drawn | S. Mech.** | L. Mech.

* Small Species restriction applies (Chib, Goblin)
** Large Species restriction applies (Promethean, Gruun)

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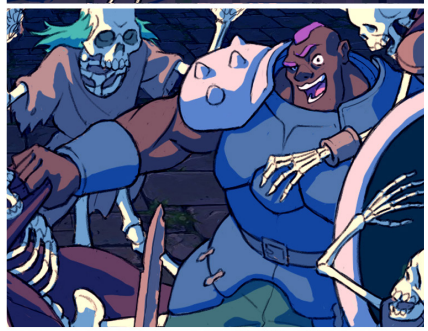
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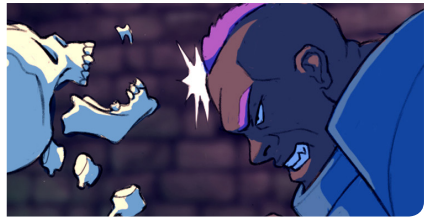
CHAMPION

The Champion is in their element in any conflict, whether it be a full-scale war or a tavern brawl. They may be motivated by a noble sense of duty or an instinctive bloodlust, but force is always their go-to method to get things done.









CALLING OVERVIEW

Typical Champions: Courageous knights, bloody handed marauders, arrogant monster hunters, and weary old soldiers.

Abilities: Skills primarily focus on improving combat performance. While other Callings may be able to muster similar prowess in battle, none can match a Champion's raw power.

Advancement: As Champions rise in Rank, they may broaden their abilities to become inspirational leaders and strategists, as well as honing their destructive capabilities.

Aptitudes: Rigorous training leaves the Champion little time for other pursuits. Champions have a high Might and Grit, but low Insight. Better a dull mind than a dull sword!

Weapons and armour: As you'd expect, the Champion has no restrictions on Combat Gear. No weapon is too great, no armor too bulky.

Who'd like to be a Champion? Players who prefer a direct course of action will enjoy this Calling. Why go round it when you can go through it?

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ABILITIES

STARTING ABILITIES

You start with three Abilities.

COMBAT MOMENTUM

You are a master of cutting a destructive path through a swarm of enemies.

- If you land a finishing blow against an opponent in Melee, you gain a Chain Attack against another foe in the same Area.
- **Rank 1:** You have one Chain Attack per round which…
  - Has a Minor Bonus (+2) on the Attack roll.
  - Does an extra Heart of Damage if you land a successful strike.
- **Rank 5:** You gain a second Chain Attack, if the previous one also finishes its opponent.

FAVORED WEAPON

You are intimate with all weapons, and tend to them like a good parent would their children. But, like all parents, you harbor a secret favorite.



- You gain +1 to your Attack Bonus when using your favored weapon.
- **Rank 1**: Select a Weapon Type to favor: Standard, Concealed, Quick, Master, Mighty, Arc, etc. (→ p152)
- **Rank 5**: Select a second favored Weapon Type.
- This bonus is applied to Combination weapons that include one of your favored types.

  If a weapon combines both favored types, the bonus increases to +2.

INTO THE FRAY

You are able to vary your fighting style to suit the battle, applying caution, flair or precision when and where it is required.

- Each Round during a Fight, you can choose between the following:
  - **Daring**: Perform an Attack Stunt (→ p255) without making a wager.
  - **Tooth and Nail**: Use a mundane (non-magical) Attack to harm a creature that is normally immune to them.
  - **Whirlwind Defense**: Temporarily increase your Defense Rating:

    Rank 1: +1 to Defense Rating.

    Rank 5: +2 to Defense Rating.
- All bonuses last until the start of your next Turn.

ELECTIVE ABILITIES

You select a new Ability when you reach Rank 2, 4, 6, 8 and 10. An Ability can only be selected once unless otherwise noted.

STANDARD ABILITIES

Available for selection at Rank 2 or higher.

VALIANT

While all Champions possess great courage, you can laugh in the face of incomprehensible terror.

- You have immunity to the Terrified Ailment (→ p271).
- You can help allies defend against the Ailment by shouting encouraging words. Those within earshot gain an Edge on their roll to resist, or remove, the Ailment.

OPPORTUNISTIC BUTCHER



Monster slaying is often such a wasteful business, but you see your next kill as your next meal. As you always say, every beast is a potential feast.

- You can attempt to create Rations from slain creatures.

Requires a Grit Check

Success: Dinner is served.

- A Small or Medium sized creature will yield 3 days worth of Rations
- A Large or Massive creature will yield 6 days worth of Rations.
- A Tiny creature might only provide a satisfying snack.
- Colossal creatures might feed an entire village, but who's got time to carve it up!
- **Harvest:** You can also remove one useful body part from the creature during the preparation process.

⚠ This Ability can not be used on inedible creatures, such as Undead or Mechanoids

VAGRANT BLADE

Much wandering in search of your next battle has provided you with a natural sense of direction and an affinity with the townsfolk you meet on your travels.

- You can act as a Guide when on a Journey.
- You can attempt to get free Room & Board (→ p201) for up to a week.

Finding lodgings requires an Aura Check

Success: Your stay is free.

MASTER TACTICIAN

A working knowledge of combined warfare, and the ability organise the troops, is all you need to turn the tide of a battle.

- If you have a Social Bond with an ally, you can grant them an additional Action on their Turn during a Fight.
- This Ability can be used in addition to any other Actions you're allowed to perform on your Turn.

⚠ This can be used once per Fight.

BRAZEN DEFENSE

You have such contempt for your opponents that it's all the armor you need.

- Your get a + 4 to your Naked Defense Rating.
- This bonus is applied instead of, not in addition to, any bonus related to the Armor you wear.
- When you wear Armor you can choose whether to use the bonus from Brazen Defense or the one provided by your Armor.

BRUTE

The quickest path between two places is often right through whatever is in the way.

- You get an Edge on any Attack rolls dedicated to Sundering (→ 263) something.
- Any non-magical shield used to Parry your physical Attacks is immediately Sundered, due to the crushing power of your blows.

⚠ This Ability can not be used in conjunction with an Attack Stunt (→ p255).

BRAWLER

Sometimes you just need to punch someone, really hard.

- You strike as if wielding a Standard Weapon when fighting Unarmed.
- If using both hands, treat Attacks as if Dual Wielding (→ p254).

GIANT KILLER



The bigger they are, the harder you hit.

- You do an additional Heart of Damage on a successful Attack against Massive or Colossal Creatures (→ p264).
- You get an Edge on any rolls needed to move between, scale, or remain on a Colossal Creature's Strike Points.

ADVANCED ABILITIES

Available for selection at Rank 6 or higher.

BERSERKER



When the heat of the battle is upon you, the red mist descends and your rage takes control. This is very bad news for your foes... but your allies should be careful too.

- You can enter Berserk Mode while fighting or participating in a Check or Contest that calls for brute force.
- While Berserk, the following applies:
  - +2 on Attack rolls.
  - -1 to Defense Rating.
  - +2 Might and Grit.
  - You are unable to communicate or participate in any coordinated actions or team efforts.
- After you've dispatched a foe, or completed the objective of your Check or Contest you will:
  - Attack the closest individual in the same Battlefield Area as you, whether it's friend or foe.
  - Continue to find and Attack targets until none are left.
- You can attempt to exit Berserk Mode at the end of your Turn.

Ending Berserk Mode requires an Aura Check

Success: You regain control.

Failure: You must wait until the end of the next Round before you can make another attempt to exit Berserk Mode.

SENTINEL

Being the toughest among your companions means you're happy to soak up hits for them when you can.

- You can redirect any successful physical Attack on an ally occupying the same Battlefield Area as you onto yourself.
- The original Attack roll must now beat your Defense Rating to do you harm.

⚠ This ability can't be used against area effects like harmful smoke.

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GALVANIZER

Bravery, or recklessness, can be contagious. Your battle scarred body lends credibility to your bellowing voice. 'I say kill the beast!'

- You gain an Edge on all Aura rolls when attempting to inspire or Negotiate with a crowd.
- Any Companions have an Edge on Loyalty Checks (→ p183).

OVERBEARING ANTAGONIST

Your mere presence is overwhelming. A shout, smirk, or simple glare can unsettle even a worthy opponent.

- During a Fight, you can use your Action to attempt to intimidate an opponent up to 2 Battlefield Areas away.

Requires a Contest
Your Aura vs. the target's Grit.

Success: You lock eyes. Your target is rendered temporarily inactive, missing their next Turn.

⚠ This ability will only work once on the same target every 24 hours.

⚠ Creatures that are incapable of fear (such as unthinking machines, mindless undead, or colossi) are immune to such intimidation.

INDOMITABLE

You refuse to be broken.

- When reduced to 0 Hearts or below, you can attempt to find some extra vitality.

Requires a Grit Check

Success: You recover half your maximum Hearts Total, rounded up.

⚠ This ability does not remove any Injuries incurred.

UNCANNY STRATEGIST

Tacticians live in the moment, Strategists live two steps ahead. Your foes will learn the difference once its too late!

- You can take a single Action during an enemy's Turn to perform a countermeasure to their intended Action.
- If your intervention renders the foe's declared Action impossible, they are forced to choose a new course of action or lose their Turn.

⚠ Using this Ability means the you cannot act on your next Turn.

BOUNDER

Taking up a more advantageous position is much easier when you can jump really high.

- You gain Supernatural Leaping (→ p107).

ROARING SPIRIT

Even when calm and still, your soul crackles with an energy. A mere look can spread this force outwards, sapping the fighting spirit and blood lust from lesser warriors in your presence.

- You can attempt to subdue opponents of lower Rank with a menacing glower.

Requires an Aura Check

Success: All adversaries within shouting distance step back and won't engage you, or your allies, unless you strike first.

⚠ This ability has no effect on adversaries with a Rank equal to or higher than yours.

⚠ This Ability may only be used once in a game Session.

COMBAT GEAR ALLOWANCE

You can use any Weapon, Armor, or Shield Type.

ARMOUR



Light | Medium | Heavy* | Superheavy* | Sm. Shield | Std. Shield | Lg. Shield*

MELEE WEAPONS



Standard | Concealed** | Quick | Master | Mighty* | Arc* | Lash | Combo

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1st	+1	3	10	8	9	7	8	3	-	-	0
2nd	+2	3	10	8	9	7	8	3	**1**	-	6
3rd	+3	**4**	**11**	**9**	**10**	**8**	**9**	3	1	-	12
4th	+4	4	11	9	10	8	9	3	**2**	-	24
5th	+5	**5**	**12**	**10**	**11**	**9**	**10**	3	2	-	36
6th	+6	5	12	10	11	9	10	3	2	**1**	48
7th	+7	**6**	**13**	**11**	**12**	**10**	**11**	3	2	1	72
8th	+8	6	13	11	12	10	11	3	2	**2**	96
9th	+9	**7**	**14**	**12**	**13**	**11**	**12**	3	2	2	132
10th	+10	7	14	12	13	11	12	3	2	**3**	168

Bold text indicates the number has increased from the previous Rank.
* You can choose a Standard Calling Ability or an Advanced Species Ability if preferred.

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RAIDER

These skilled warriors approach every obstacle with a potent combination of speed and precision. Whether acting from a distance, or amidst their foes, Raiders effortlessly weave through danger to land that decisive blow.





CALLING OVERVIEW

Typical Raiders: Steely-eyed archers, diligent rangers, ruthless shinobi, and stoic blademasters.

Abilities: Skills focus on movement and speed on the battlefield. Their talents enable them to combine ranged attacks with lightning charges.

Advancement: As Raiders rise in Rank they can specialise in a diverse array of combat techniques. They can also learn to survive in the wilderness and forge their own arms.

Aptitudes: Raiders have well balanced Might, Grit and Deftness. Their tactical mind provides them with good Insight. However, their loner nature makes them poor conversationalists, which results in a low Aura.

Weapons and armour: While unrestricted in their choice of weapons, Raiders do not employ heavier armor, as speed is their best defense.

Who'd like to be a Raider? Players who like to keep one step ahead of their opponents and take advantage of the details during battle.

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ABILITIES

STARTING ABILITIES

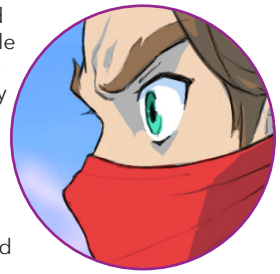
You start with three Abilities.

LIKE THE WIND

You train long and hard to ensure you move with effortless swiftness and grace.

- You start with a Speed Rating of Fast.

HUNTER'S FOCUS



The chaos and clamor of battle do not muddy your predatory instinct. Once your gaze has singled out a target, all distraction melts away and only your prey remains.

- Once per Fight you can choose a target for your Hunter's Focus, you can do this at any time during the Fight.
  - Your Focus can be an opponent, but could also be an object you wish to destroy.
  - You are unable to change your Focus after your original target has been defeated or pacified.
- You gain an Edge on all Attack rolls made against your Focus.
- Your GM can grant you an Edge on Checks and Contests that get you closer to dispatching your Focus.

  For example, leaping over a chasm to get within striking distance.

SIDESTEP



Anyone trying to strike you finds it trickier than it ought to be. You are an elusive opponent, able to twist away from a devastating strike at the very last moment.

- Once per Fight you can Sidestep an Attack, or Ability, that would normally have hit you.
- You can Sidestep any Attack that could be feasibly avoided with a last second manoeuvre.

  For example, avoiding a sword thrust with a nonchalant turn of your head or shielding your eyes from a mesmerising gaze.
- The Sidestep prevents an Attack from connecting with or affecting you.

⚠ You'll need freedom to move and adequate space to execute your Sidestep.

ELECTIVE ABILITIES

You select a new Ability when you reach Rank 2, 4, 6, 8 and 10. An Ability can only be selected once unless otherwise noted.

STANDARD ABILITIES

Available for selection at Rank 2 or higher.

DASHING ATTACKER

You zip through the battlefield, darting back and forth while landing blow after blow on enemies too slow to keep up.

- You can Move through an additional Battlefield Area on your Turn during a Fight.

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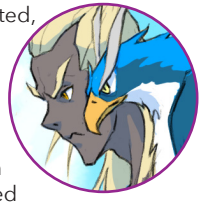
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SILENT STRIDER

You can be quiet and unassuming when you need to be, passing undetected by your foes until it's too late.

- You gain an Edge when making rolls to avoid detection by sight or sound.
- You have an Edge on Stealth rolls while acting as a Scout on a Journey (→ p228) or Exploring (→ p233).

TRUSTED COMRADE



Most folk can't be trusted, and you prefer the company of animals. You embrace their code: protect the pack, show no fear, survive another day. In return you are accepted as one of their own.

- You can forge a special bond with an Animal Companion that has spent a week or more with you:
  - Your Trusted Comrades seem to understand your words, and you are able to sense what they are thinking or feeling.
  - You and your Trusted Comrades are able to sense each other's presence and, if separated, know which direction to go in order to find one another.
  - Trusted Comrades will never abandon you, and never have to make Loyalty Checks (→ p183).

⚠ This Ability can extend to Tamed Monsters with your GM's Approval.



Even if you don't adhere to the two Companions per PC restriction (→ p183), it's advisable to limit the amount of Trusted Comrades to two.

FREE RUNNER

A sure-footed and decisive stride enables you to navigate a safe path over hazardous ground, run up sheer surfaces and speed along narrow walls.

- You can move through Isolated (→ p250) or Precarious (→ p251) Battlefield Areas without penalty.
- The Ability can be used inventively to perform otherwise impossible Attack Stunts, Attack Assists, and Combat Tricks (→ p255-256).
- You must end your Turn on a stable surface, like the top of a wall or ledge. If not you will fall and be subject to Falling Injury (→ p267).

RUSHING FIST STYLE

You are a master of a swift and fluid martial art, able to protect yourself and strike fatal blows even without a weapon.

- You make Unarmed attacks as if wielding a Quick Weapon (→ p153).

RANGER

Nature is your friend. It reveals to you the true path though dense bush and yields nourishment from barren landscapes.

- You can act as a Guide when on a Journey (→ p226).
- You get an Edge on your Hunting/Foraging roll when Camping (→ p229).

FAITH IN THE WIND

Your mental clarity and steady hand make an impossible long shot a reality.

- The Range of any Missile Weapon you use is extended by 1 Battlefield Area (→ p158).

ARTISAN SMITHY

You seek intimacy with the weapons you wield. To make them is to know them.

- You gain the Crafting Discipline Forging (→ p283).
- For specific rules on creating items refer to Craft (→ p280).
- You use Deftness for your Crafting rolls.

ADVANCED ABILITIES

Available for selection at Rank 6 or higher.

FLASH STEP



You levelled up your Sidestep. Now, as your enemies find themselves striking thin air, you take up a more advantageous position.

- You can now move to an adjacent Battlefield Area, or a more strategic place in the same Area, whenever you use your Sidestep.
- All other Sidestep restrictions apply (→ p35).

⚠ This Ability does not allow you to move to an Area you could not normally enter.

BLISTERING PACE

Already fast, you can now attain almost inhuman speeds.

- Your Speed Rating increases by a single level.

COUNTER FANG



When surrounded by lesser warriors you enter Counter Fang stance. From this meditative state you visualise the flow of the fight and then, when engaged by predictable foes, you lay waste to them with choreographed efficiency.

- During a Fight you can choose to enter the Counter Fang stance instead of making an Attack or taking another Action.
- While in the Counter Fang stance, any opponent that fails their Attack roll on you is subject to a retaliatory Attack, Attack Stunt, or Combat Trick (→ p254-256).
- The benefit of this Ability lasts until the start of your next Turn when you can move and re-enter the Counter-Fang stance if desired.

WIND WEARS AWAY STONE

You're a true hunter, able to find a path through any built-up defense.

- You can attempt to find a weak spot on an opponent that is the target of your Hunter's Focus (→ p35).

Requires a Insight Check

Success: You can ignore any Defense Bonus the Target has from Armor and Speed Rating.

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MINDFULNESS

While your enemies struggle to focus in chaotic conditions, you are able to filter out distraction to gain a precious battlefield advantage.

- You cannot be Ambushed (→ p252). Even if the rest of their group are caught off guard, you can Move and take your Action as normal.
- You are immune to the Obscured Battlefield Condition (→ p251).
- You are immune to the Blinded/ Deafened Ailment (→ p268).

SPELL CUTTER



While imperceptible to regular folk, your eyes can distinguish the tiny distortions in the air created by coalescing mana. A well placed swipe can sometimes disrupt a spell's formation.

- You can attempt to nullify a Magic Ability that has targeted you, or an ally in the same Battlefield Area.

Requires a Contest
Your Deftness vs. the Aptitude related to the magical Ability's use.

If no Aptitude is specified, then use the caster's Aura.

Success: The spell is shattered and does not effect its intended targets.

⚠ Successful or not, you cannot act during your next Turn.

LIGHTNING AND THUNDER

Diligent training and discipline allow you to pacify your enemy with a flurry of blows.

- Once per Turn you can take a follow-up Action after a successful Attack roll.
- The follow-up Action must be an Attack, Attack Stunt, Attack Assist, or Combat Trick (→ p254-256).
- Making this follow-up Action is physically demanding, and you lose a Heart after performing the technique.
- If you've run out of Hearts you will roll on the Injury Table (→ p260).

SURE KILL STRIKE

To you, execution is an art form.

- To attempt a Sure Kill Strike you must first declare a target at the beginning of your Turn.
- Next, you must make an Attack roll against your chosen target. If successful…

Make an Execution roll

- If your initial Attack roll was over the Extra Damage threshold, then + 2 to the result (→ p152).
- Next, Divide the end result by 2 (rounding up).
- To succeed, the result must be higher than your target's remaining Hearts.

Success: Your target loses all their remaining Hearts and dies. If it's a PC, they are forced to roll on the Injury Table (→ p260).

Failure: Your hit is resolved like a standard Attack.

⚠ Sure Kill can only be attempted once every 24 hours.

COMBAT GEAR ALLOWANCE

You can use any weapon, as well as Small and Standard Shields. You can wear Light and Medium Armor without hindrance.

ARMOUR



MELEE WEAPONS



MISSILE WEAPONS



* Small Species restriction still applies (Chib, Goblin)
** Large Species restriction still applies (Promethean, Gruun)

ADVANCEMENT TABLE

RANK	ATTACK	HEARTS	APTITUDES					ABILITIES			XP
			MIGHT	DEFT.	GRIT	INSIGHT	AURA	START.	STAND.	ADV.*	
1st	+1	3	9	9	9	8	7	3	-	-	0
2nd	+2	3	9	9	9	8	7	3	**1**	-	6
3rd	+3	**4**	**10**	**10**	**10**	**9**	**8**	3	1	-	12
4th	+4	4	10	10	10	9	8	3	**2**	-	24
5th	+5	**5**	**11**	**11**	**11**	**10**	**9**	3	2	-	36
6th	+6	5	11	11	11	10	9	3	2	**1**	48
7th	+7	**6**	**12**	**12**	**12**	**11**	**10**	3	2	1	72
8th	+8	6	12	12	12	11	10	3	2	**2**	96
9th	+9	**7**	**13**	**13**	**13**	**12**	**11**	3	2	2	132
10th	+10	7	13	13	13	12	11	3	2	**3**	168

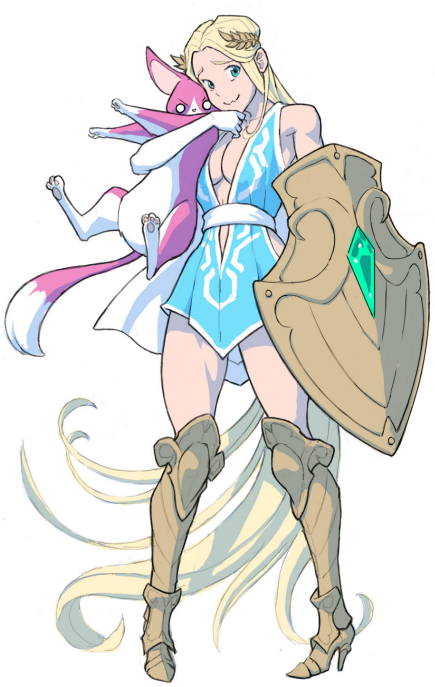
Bold text indicates the number has increased from the previous Rank.
* You can choose a Standard Calling Ability or an Advanced Species Ability if preferred.

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BATTLE PRINCESS

Battle Princesses combine Bright Magic and martial prowess to defend what they hold most dear. Those under their ward will have hope in their hearts, even in the darkest of times.





CALLING OVERVIEW

Typical Battle Princesses: Shining warrior maidens, tyrants who weep for what must be done, wandering champions of the downtrodden, and pious crusaders.

Abilities: Skills cover conventional combat techniques, with a focus on defending allies, and the use of Bright Magic to smite enemies. Outside of combat, they serve well as the lead during Negotiation and other social endeavors.

Advancement: As Battle Princesses rise in Rank they may learn powerful magic, improve their combat effectiveness, and better defend their allies.

Aptitudes: Their strong heart affords them a high Aura. Might, Deftness and Grit are well appointed, but following your heart means your Insight is clouded.

Weapons and armour: While the primary weapon of any Battle Princess will be their Heart's Blade, they have no restrictions on Armor or Shield use.

Who'd like to be a Battle Princess? Players who like to mix magic and combat, protect other characters, or enjoy leadership and social roles.

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ABILITIES

STARTING ABILITIES

You start with three Abilities.

HEART'S BLADE

You can call forth a weapon forged from the wishes in your heart. These magically manifested weapons are of the finest quality and grow in power and possibility as you do.



Creating your Heart's Blade

- Your Heart's Blade grows in power as you rise in Rank. Add the new properties to your Heart's Blade when you reach the required Rank.
- **Rank 1:** Select your weapon's primary form and what it is made of.
  - **Choose a Weapon Type:** Quick, Master, Mighty, Arc, Lash, Drawn or Mechanical Missile (→ p152).
  - **Choose a Magical Material:** Sun Gold, Ash Bronze, or Sky Steel (→ p289).
- **Rank 3:** Your Heart's Blade gains one of the following properties:
  - **Glittering:** +1 on Attack rolls.
  - **Righteous:** The weapon's Extra Damage Threshold is reduced by 2 (→ p152).
  - **Sheltering:** The weapon can Parry once per combat in the same manner as a Standard Shield (→ 169).
- **Rank 6:** Your Heart's Blade can now transform into a secondary form, pick from the Weapon Types listed above.
  - Your Heart's Blade gains the Combination Weapon Ability allowing a hybrid weapon form (→ p160).

Using your Heart's Blade

- You can call this weapon into existence through force of will.
  - Melee Weapons are formed instantly and can be used on the same Turn they are called.
  - Drawn and Mechanical Missile weapons take a Turn to fully form and appear with 4 Units of ammunition included.
  - Your Heart's Blade (and any ammunition) will vanish instantly on command.
- Only a single form of the Heart's Blade may be summoned at any one time: either the primary, secondary, or combination form.
- If the weapon is Sundered or lost during combat, you can will it away and summon a new Blade.

HEART'S BLADE EXAMPLE

Primary form
Master



Primary form + Weapon Ability
Righteous



Secondary form
Small mechanical missile



Combination form
Gun blade



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SHIELD OF LOVE

Your compassion can manifest itself as a protective force for your allies. This might take the form of an iridescent aura or a heart-shaped crystal shield.

- Once per Fight you bestow an ally, within your sight, a force field that can absorb 1 Heart of Damage; after which it disappears.
- You can perform this Ability in addition to any other Actions permitted on your Turn.
- **Rank 1:** You can Shield 1 person.
- **Rank 4:** You can Shield 2 people.
- **Rank 8:** You can Shield 3 people.
- If you can protect more than one person, you can allocate your Shields in one go, or as required.

SOUL COMPANION

Just as your heart has the power to summon mighty weapons, so it can muster a loyal companion. This devoted sidekick never leaves your side and will even return, in due time, if struck down.

- You begin your adventures with a magical Companion.
- This Companion does not count against your normal allowance of Companions (→ p183).
- Create your Soul Companion following the steps listed at the end of this Calling.

ⓘ Soul Companion Creation (→ p47)

ELECTIVE ABILITIES

You select a new Ability when you reach Rank 2, 4, 6, 8 and 10. An Ability can only be selected once unless otherwise noted.

STANDARD ABILITIES

Available for selection at Rank 2 or higher.

GEMLIGHT

A glowing crystal, of your favorite color, forms on the back of your hand.

- You can make your hand gem glow at will. It provides light equivalent to a Torch (→ p175).
- You can use the gem to transfer a single Injury from a target to yourself with a gentle touch.

B Gain 1 Bright Allegiance Point.

GLITTERING MACHINE

When not in battle, you are able to channel your powers to summon a helpful tool or device, instead of your mighty Heart's Blade.

- You can summon a tool made of the same Magical Material chosen for your Heart's Blade.
- **Rank 1:** You can summon any simple tool, such as a grappling hook or lock pick.
- **Rank 5:** You can summon a simple Techno-Relic or Gadget you are familiar with. Unlike the real things, your glittering version does not require fuel or an additional power source to work.
- The summoned tool remains, until:
  - You swap it for another tool.
  - You call for your Heart's Blade.
  - You invoke Spirit Wings (→ p45).

B Gain 1 Bright Allegiance Point.

LOVE-LOVE CHEF

You're a passionate cook and you pour your heart and soul into the food you make.

- You gain the Crafting Discipline Cooking (→ p283).
- For specific rules on creating items refer to Craft (→ 280).
- You use Aura for Crafting rolls.

COMPASSION CURE



Your kind attention is so sincere that it can dispel ill effects. Your hug can lift a dispirited companion, your tears can thaw a petrified ally.

- With a touch, you can attempt to remove a psychological, physical, or magical Ailment (→ p268) from someone you care about.
- Attempting this Ability during a Fight requires you to spend your Action.
- ⚠ This Ability cannot be used for situational Ailments: Toppled, Restrained and Overburdened.

Requires an Aura Check

Success: The Ailment is removed.

Failure: The Ailment remains, you cannot make any further attempts to cure it.

PASSION'S FIRE

When you so desire, a brilliant flame flickers around your Heart's Blade, making it all the more deadly.

- **Blazing Desire:** Your Heart's Blade is ablaze and now does Flame Damage (→ p259) instead of Normal Damage.
- **Yearning Embrace:** After a successful Attack, the fire can be discharged to engulf your target and cause an additional Heart of Damage. This exhausts the Ability.
- ⚠ Passion's Fire can only be used once per Fight.

B Gain 1 Bright Allegiance Point.

CRY OF THE HEART

A strange sort of empathic magic allows you to understand what lies in the hearts of all those you speak to.

- You can target this Ability on anyone you have spoken to for a few moments.
- After this time you are able to discern the primary emotional motivation that is driving their current actions and discourse (love, greed, fear, etc.).
- If applicable, information gleaned from this Ability can used as an Influencing Factor (→ p241) when Negotiating with the individual in the future.
- This Ability is mostly inconspicuous, although you may appear to be staring uncomfortably deep into your target's eyes.

B Gain 1 Bright Allegiance Point.

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BATTLE DANCE



Your animated and tuneful battle commands grant those listening a coordinated, rhythmic, combat flair.

- You can attempt to coordinate your allies during a Fight, granting all participants a Minor Bonus (+2) to a single roll on their Turn.
- This Ability can be used in conjunction with your other permitted Actions, but you must declare the use of this Ability at the beginning of your Turn.

Requires a Aura Check

Success: 3 – 2 – 1 – Go! Your Battle Dance begins…

- You can apply a Minor Bonus (+2) to a single roll made on your Turn.
- Once you have started a Dance, allies in the same Battlefield Area can choose to join in. To do so they must make an Aura Check at the start of your team's Turn.

  Ally success: Your ally jumps into the groove gaining a Minor Bonus (+2) for a roll made on their Turn.

  Ally failure: Your ally makes a misstep, disrupting the Dance. All Dancers, lose their bonus this Turn. An ally can attempt to re-join the dance on the next Turn.
- Each Turn Dancers must make a successful Aura Check for the Dance to continue.

Failure: You stumble or stutter, and must apply a Minor Penalty (-2) to a roll of your choice made this Turn.

- After staring a Dance, you can not use this Ability again for 24 hours.
- With your GM's approval, you can use Ability in Linked Contests, like a chase sequence (→ p220).

BATTLE BONDS

You have a merciful nature that can be felt in even your fiercest attacks. Your clemency does not go unnoticed and, in the midst of battle, you can make friends out of enemies.

- Whenever you reduce a foe to 0 Hearts or less, and choose to spare their lives, you can attempt to soften their resolve.

Requires a Aura Check

Success: You form a Social Bond (→ p279) with the beaten opponent. Discuss and agree with your GM an appropriate Bond. For example, 'a begrudging admiration'.

- A Bonded opponent is less inclined to target you for attack in the future, and will avoid dealing you a finishing blow unless absolutely necessary.

ADVANCED ABILITIES

Available for selection at Rank 6 or higher.

AT YOUR SIDE

Your strikes can create opportunities for your comrades-at-arms to exploit.

- If one of your Attacks is successful, it also counts as an Attack Assist (→ p256) for the next ally attacking the same opponent.

SPIRIT WINGS

The wishes in your heart allow you to soar… literally!

- You sprout glowing wings, and now you can fly at your normal Speed Rating.
- Your wings remain until:
  - You call for your Heart's Blade.
  - You invoke the Glittering Machine Ability.

B Gain 1 Bright Allegiance Point.

SHINING RESOLVE

Your spirit is indomitable and will always remain so.

- You gain Supernatural Will (→ p107).

OPENED HEARTS

Powerful Bright Magic lies within you. It can wash away all falsehoods and leave nothing but the naked truth, including both honest wishes and dark secrets.

- You can activate this Ability whenever you are speaking to another individual, or at the start of a Negotiation.

Requires a Contest

Your Aura vs. the Grit of anyone in earshot.

- Anyone who loses the Contest is unable to lie, deceive, or mislead you for a 24 hour period. Although they can still refuse to answer your questions.
- Unfortunately, you are also subject to the effects of this Ability for the same 24 hour period.

B Gain 1 Bright Allegiance Point.

RADIANT BLADE

You soul burns so brightly that your Heart's Blade transcends its material form to become a shard of devastating light.

- You can activate this Ability at will upon summoning your Heart's Blade.
- **Slice of light:** Your Heart's Blade is now a glowing shaft of light that does an extra Heart of Bright Damage (→ p259), in addition to the weapon's Normal Damage.
- **Purifying Flare:** After a successful strike with the Heart's Blade, the light can be discharged to irradiate your target causing an additional Heart of Bright Damage which dispels the Ability.
- Using Purifying Flare prevents you from using this Ability again for another 24 hours.

B Gain 1 Bright Allegiance Point.

LEGEND IN YOUR OWN TIME

Whether it's your heroic deeds or your legendary tenderness, you have become a source of inspiration for public works of art and epic tavern tales. Your reputation precedes you… sometimes.

- Whenever you enter a new Settlement you can attempt Reputation Management (→ p275).

Requires an Aura Check

Success: You've already established a positive Reputation in this locale.

If possible, the Reputation should be based on heroic efforts made in a previous Session. For example, 'Savior of Homble Village' or 'Slayer of the Ooze Beast'.

Failure: The locals have never heard of you, or your 'daring' exploits.

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NEVER STAND ALONE



Those touched by your kindness often come to help you in your darkest hour.

- If you're in mortal peril, maybe alone and outnumbered or stranded without hope, you can use this Ability to summon help.
- Once activated, your GM will choose a character with whom you have a Social Bond (→ p279) to come to your assistance. This could even be a spared foe with whom you've formed a Battle Bond (→ p44).
- The chosen character will miraculously appear just in time to offer you required assistance. For example, they might arrive with reinforcements or a convenient escape craft.

⚠ This Ability cannot be used again until you have had the time to participate in a Downtime Activity (→ p273).

HEART'S AEGIS

Your Soul Companion is able to transmute into a magical suit of Armor that wraps around you in battle. This armor retains traces of your Companion's aesthetics.

- Your can turn your Companion into armor for a specific task or Fight.
- The magic armor has the following specifications:
  - Superheavy Armor (→ p163).
  - Anti-Hazard Abilities (→ p166).
  - Mechanical Motion (→ p167).
  - No one other than you can wear the armor.
- The armor lasts until:
  - The task it was activated for is completed, or...
  - You have been reduced to 0 Hearts or less.
  - After you use it, the Armor, and your Soul Companion, will vanish until the next morning.

⚠ You cannot use this Ability again for 24 hours.

B Gain 1 Bright Allegiance Point.

SOUL COMPANION CREATION

Your Soul Companion is about to pop into existence.

Soul Companion creation steps

1. **Companion Basics:** All Soul Companions start with the same basic capabilities.
2. **Companion Type:** Decide if your Companion is an Animal or a Toy, this will determine their initial Combat Values.
3. **Companion Abilities:** Choose a Companion Ability.
4. **Companion Details:** Define your Companion's appearance and personality.

COMPANION BASICS

All Soul Companions have a similar set of starting properties.

- **Languages:** Bright Tongue, Low Speak. Your Companion will only talk with you unless otherwise requested.
- **Range:** They can exist up to 40 ft away from you. Beyond that range they vanish, only to reappear by your side.
- **Fighting:** Your Companion can only provide limited support during a Fight:
  - **Attack:** They are not powerful enough to harm foes, but can perform Attack Assists (→ p256) for you or your allies.
  - **Health:** At 0 Hearts they puff out of existence, but will return after you've slept and rested.
- **Ailments:** They are immune to the direct effect of Aliments (→ p268), however they suffer the symptoms of any Ailments you contract!
- **Gear:** They cannot use any Gear; Armor falls off, weapons are dropped, etc. However, they can carry items.
- **Inventory Slots:** 6
  - Any carried items are dropped on the spot if Companion vanishes for any reason.
- **Sustenance**: They do not need to eat, breathe or rest. They vanish whenever you fall asleep or are rendered unconscious. They disappear forever if you die.
- **Advancement**: When you reach Rank 5 they gain an additional Heart and a new Champion Ability.
- **Aptitudes:** Aptitudes are 2 points lower than your own.

COMPANION TYPE

Choose or roll your Companion Type

1-10

Guardian Animal
Your four-legged familiar appears normal in shape and size but inherits your colors, or any distinct markings or patterns you wear.



+0 ATTACK	2 HEARTS	12* DEFENSE	Fast SPEED

* Includes Speed Rating bonus

11-20

Brave Toy
Your small, mechanical doll is dressed like a knight or soldier. It also sports an emblem of great significance to you.



+0 ATTACK	2 HEARTS	14* DEFENSE	Average SPEED

* Includes Medium Armor bonus

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COMPANION ABILITIES

Your Soul Companion starts with a single Ability appropriate to their Companion Type. They gain a second Ability when you achieve Rank 5.

ANIMAL COMPANION ABILITIES

Choose or roll your Animal's Ability

1-5 Mount: When required, they can grow in size to carry a rider.

- Companions are Battle Ready (→ p187) when in Mount form.

6-10 Burrower: They have claw-like digging tools for rapid excavation.

- They can excavate a PC-sized tunnel through a Battlefield Area's worth of soil each Turn.

11-15 Fighter: They grow fangs, claws or some other natural weapon.

- They can now Attack as if wielding a Standard Weapon.
- Their Attack Bonus is now half yours, rounded down.

16-20 Glider: They sprout small, vestigial wings incapable of full flight.

- They gain Supernatural Leaping (→ p107).

TOY COMPANION ABILITIES

Choose or roll your Toy's Ability

1-5 Shielder: They can defend themselves and others.

- Once per Fight, they can Parry one Attack made against them, or any allies in the same Battlefield Area as them, like a Shield (→ p169).
- As if built by Magical Materials (→ p288), they do not break when blocking a Magical Attack or Ability.

6-10 Weapon Link: They can transform and connect to your Heart's Blade for extra impact on your next strike.

- Your Companion and your Heart's Blade can combine once per Session to provide either:
  - A Minor Bonus (+2) to all Attack rolls or…
  - Deal an additional Heart of Damage on a successful strike.

11-15 Booster: They can convert into a jetpack, cling onto your back, and lift you to safety.

- You gain the power of flight at an Average Speed Rating.
- The boost grants enough lift for you to reach one visible destination.
- During a Fight, your Companion loses a single Heart for each Turn this Ability is in use.

16-20 Toter: This chunky toy has a built in backpack.

- They have 10 Inventory Slots.
- During a Fight, they can use their Turn to find and instantly present any item they are carrying.

COMPANION DETAILS

Your Soul Companion will complement or contrast with your appearance and personality. For example, they may be calm and unflappable, like you wish you were, or faint-hearted so you always have someone to be brave for.



You can decide on the details later as you develop your Princess' personality during play.

COMBAT GEAR ALLOWANCE

You are always able to use your Heart's Blade irrespective of your Species Size. You can use Standard and Thrown weapons. You can use any armor or shield without penalty.

ARMOUR



Light | Medium | Heavy* | Superheavy* | Sm. Shield | Std. Shield | Lg. Shield*

MELEE WEAPONS



Standard | Concealed** | Quick | Master | Mighty* | Arc* | Lash | Combo

MISSILE WEAPONS



Thrown | Drawn | S. Mech.** | L. Mech.

* Small Species restriction still applies (Chib, Goblin)
** Large Species restriction still applies (Promethean, Gruun)

ADVANCEMENT TABLE

RANK	ATTACK	HEARTS	APTITUDES					ABILITIES			XP
			MIGHT	DEFT.	GRIT	INSIGHT	AURA	START.	STAND.	ADV.*	
1st	**+1**	**3**	**8**	**8**	**9**	**7**	**10**	**3**	-	-	0
2nd	**+2**	3	8	8	9	7	10	3	**1**	-	6
3rd	**+3**	**4**	**9**	**9**	**10**	**8**	**11**	3	1	-	12
4th	+3	4	9	9	10	8	11	3	**2**	-	24
5th	**+4**	**5**	**10**	**10**	**11**	**9**	**12**	3	2	-	36
6th	+4	5	10	10	11	9	12	3	2	**1**	48
7th	**+5**	**6**	**11**	**11**	**12**	**10**	**13**	3	2	1	72
8th	+5	6	11	11	12	10	13	3	2	**2**	96
9th	**+6**	**7**	**12**	**12**	**13**	**11**	**14**	3	2	2	132
10th	**+7**	7	12	12	13	11	14	3	2	**3**	168

Bold text indicates the number has increased from the previous Rank.
* You can choose a Standard Calling Ability or an Advanced Species Ability if preferred.

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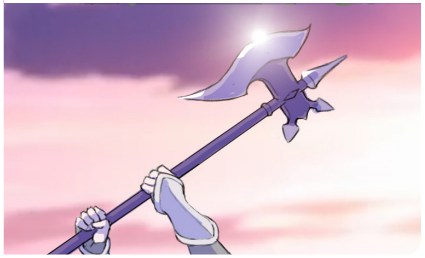
MURDER PRINCESS

Dark avengers who wield both blade and spell to destroy what they hate the most, Murder Princesses are uncompromising and merciless. Whether you're the target of their rage, or simply an obstacle in their way, expect no pity.









CALLING OVERVIEW

Typical Murder Princesses: Fearsome black knights, ruthless vigilantes, bloody-handed waifs, and nobles seeking vengeance or retribution.

Abilities: Skills blend destructive magic and martial proficiency. Abilities focus on intimidation and menace both on and off the battlefield.

Advancement: As Murder Princesses rise in Rank, their magical abilities further develop their dark aura making them a talisman among the wronged and downtrodden.

Aptitudes: Wrath Magic is taxing on the body and soul, so Murder Princesses have a strong Grit and Aura. While they have good Might and Insight, their blunt approach results in a low Deftness.

Weapons and armour: While Murder Princesses use their Wrath's Blade over all other weapons, they are unrestricted in the use of Armor and Shields.

Who'd like to be a Murder Princess? Players who enjoy an aggressive approach to problem solving or seek success no matter what the cost.

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ABILITIES

STARTING ABILITIES

You start with three Abilities.

WRATH'S BLADE

You can call upon a weapon forged from your righteous anger or untempered fury. The weapon's appearance reflects the magnificence of your volatile and unyielding psyche.



Creating a Wrath's Blade

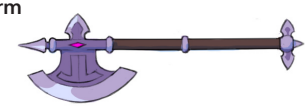
- Your Wrath's Blade grows in power as you rise in Rank. Add the new properties to your Wrath's Blade when you reach the required Rank.
- **Rank 1:** Select your weapon's primary form and what it is made of.
  - **Choose a Weapon Type:** Quick, Master, Mighty, Arc, Lash, Drawn or Mechanical Missile (→ p152).
  - **Choose a Magical Material:** Shade Iron, Dew Silver, or Warp Wood (→ p289).
- **Rank 3:** Your Wrath's Blade gains one of the following properties:
  - **Glistening:** +1 to Attack rolls.
  - **Retributive:** The weapon's Extra Damage Threshold is reduced by 2 (→ p152).
  - **Denying:** The weapon can Parry once per combat in the same manner as a Standard Shield (→ 169).
- **Rank 6:** Your Wrath's Blade can now transform into a secondary form from the Weapon Types listed above.
  - Your Wrath's Blade gains the Combination Weapon Ability allowing a hybrid weapon form (→ p160).

Using your Wrath's Blade

- You can call this weapon into existence through force of will.
  - Melee Weapons are formed instantly and may be used on the same Turn they are called.
  - Drawn and Mechanical Missile weapons take a Turn to fully form and appear with 4 units of ammunition included.
  - Your Wrath's Blade (and any ammunition) will vanish instantly on command.
- Only a single form of the Wrath's Blade may be summoned at any one time: either the primary, secondary or combination form.
- If the weapon is Sundered or lost during combat, you can will it away and summon a new Blade.

WRATH'S BLADE EXAMPLE

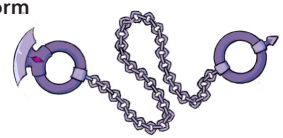
Primary form
Mighty



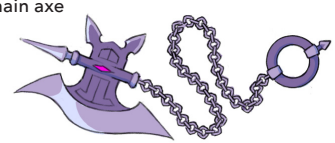
Primary form + Weapon Ability
Retributive



Secondary form
Lash



Combination form
Chain axe



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WITHERING GLARE

When a Fight begins, you can Glare at a single enemy at the start of your Turn.

- At the start of a Fight you can Glare at a single enemy at the start of your Turn.
- **Rank 1:** The target of your Glare loses a single Heart.
- **Rank 5:** Your target must now also participate in a Contest with you, their Grit vs. your Aura.
  - **Success:** Your enemy is unnerved and incurs a Snag on all Attack rolls against you.
- If this Ability reduces an adversary to 0 Hearts, or lower, they flee from the battle or surrender on the spot.

⚠ A target may only be affected by one Glare per Fight.

TENACITY

Your focus and drive is unequivocal. You feed on the adrenaline rush of combat, pushing your body and spirit beyond their limits for any task deemed worthy enough.

- During a Fight, or other perilous encounter, you can expend a single Heart to re-roll any failed Attacks, Stunts, or Might and Grit Checks (and Contests).
- The outcome of the second roll must be accepted regardless of whether the result is beneficial or not.

⚠ If you are out of Hearts when invoking this Ability, you must roll on the Injury Table (→ p260).

ELECTIVE ABILITIES

You select a new Ability when you reach Rank 2, 4, 6, 8 and 10. An Ability can only be selected once unless otherwise noted.

STANDARD ABILITIES

Available for selection at Rank 2 or higher.

COUTURIER



Clothes are a statement of intent and you are always dressed to kill.

- You gain the Crafting Discipline Tailoring (→ p284).
- For specific rules on creating items refer to Craft (→ p280).
- You use Grit for Crafting rolls.

FROST BLADE

Your Wrath's Blade does not always burn with rage, sometimes it is chillingly dispassionate.

- **Frost Damage:** Your Wrath's Blade has iced over and now does Frost Damage (→ p259).
- **Freezing Blow:** After a successful Attack, the ice can be discharged to freeze one of your opponent's limbs. The chosen limb is Restrained (→ p270) until your opponent, or someone trying to assist them, makes a successful Might Check to break free. This exhausts the Ability.

⚠ Frost Blade can only be used once per Fight.

D Gain 1 Dark Allegiance Point.

WRATH BOLT



You are able to fill your hand with dark, crackling energy. This charged mana can be hurled at your enemies or used to envelop your Wrath's Blade.

- **Wrath Bolts:** You are able to fire Wrath Bolts at enemies up to one Battlefield Area away.
  - Bolts strike as Thrown Missile Weapons (→ p158).
  - Bolts do 1 Heart of Dark Damage (→ p259) on a successful Attack.
- **Wrath Blade:** If you envelop your Wrath's Blade with this Ability it now deals Dark Damage (→ p259) instead of Normal Damage.

D Gain 1 Dark Allegiance Point.

BULWARK OF DISDAIN

Your utter contempt for those that oppose you is armor enough.

- Your get a + 4 to your Naked Defense Rating.
- This bonus is applied instead of, not in addition to, any bonus related to the Armor you wear.
- When you wear Armor you can choose whether to use the bonus from Bulwark of Disdain or the one provided by your Armor.

THE HARD WAY

If more level headed attempts at reasoning fail, you are always willing to step in and use your unwavering presence to remind everyone that you are terrifyingly committed to having things your way.

- You get an Edge on all Negotiation attempts that use Physical Intimidation (→ p240) or a similar threatening strategy.

DESPERATE FRIENDSHIP

You do not makes friends readily but when you commit, you take the responsibility seriously.

- You are now subconsciously connected to anyone you have a Social Bond (→ p279) with and if separated:
  - You know which direction to go in order to find them.
  - You can sense if any of them are in mortal danger.

BARBED JUSTICE

Your unabated fury manifests itself as large spikes or thorns that project from your Wrath's Blade, making its wounds even more grievous. However, the toll on your spirit is great.

- You can choose to inflict an extra Heart of Damage on a successful Attack, but lose 2 of your own.
- If you drop below 0 Hearts when using this Ability, you must roll on the Injury Table (→ p260) after each successful Attack.

D Gain 1 Dark Allegiance Point.

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CAUSTIC TRUTH

When physical force fails, you resort to psychological assault. By ridiculing your opponent's deeply held beliefs, or competence, you can send your foe into an unbalancing rage.

- Once per Fight, you can to attempt to enrage your opponent with a disparaging or spiteful truth.
- Targets for this Ability must:
  - Be engaged in a Fight with you for a Turn or more.
  - Be able to understand you.
  - Be capable of feeling emotions.

Requires a Contest
Your Grit vs. your opponent's Aura.

Success: Your comment unsettles your opponent:

- Their rage now provides them with an Edge on all Attack rolls, and Abilities, aimed at you, but…
- This leaves them open to attack. All Attack rolls made against the enraged foe benefit from an Edge.
- Their rage ends if you die, are no longer visible, or when the current Fight ends.

⚠ This Ability may only be used on one opponent per Fight, whether it is successful or not.

D Gain 1 Dark Allegiance Point.

ADVANCED ABILITIES

Available for selection at Rank 6 or higher.

SWORD STORM



With a cry of defiance you can summon a blizzard of magical blades that tear through anyone nearby.

- On your Turn you can summon clones of your Wrath's Blade (or ammunition if it's a Missile Weapon) to appear over the Battlefield, that rain down upon anyone surrounding you:
  - You make a single Attack roll.
  - The result of the roll is used as an Attack roll against everyone in the same Battlefield Area as you.
  - A hit does 2 Hearts of Damage.
  - Characters who have a Social Bond with the Princess are exempt from the Attack.
  - After the Storm, the summoned weapons disintegrate.

⚠ You can use Sword Storm once every 24 hours without penalty.

Using a Sword Storm in excess of this means you have to roll on the Injury Table (→ p260) after use.

D Gain 1 Dark Allegiance Point.

RELENTLESS PURSUER

Chasing down cowardly foes has done wonders for your athletic prowess!

- Your Speed Rating increases by a single level.

ICONOCLAST

You have a reputation for avenging the oppressed… even if you have only done so inadvertently. Downtrodden people who know of your deeds will assist you in whatever humble way they can.

- You can attempt to enlist the help of any poor, enslaved, or otherwise disenfranchised local residents.

Requires a Aura Check

Success: The rabble have heard of you. Assuming they are friendly, or at least non-hostile, they will agree to any reasonable requests you make of them.

For example, a street urchin will direct you into a side alley to hide you from the town guard, or a crowd might deliberately divert or obstruct pursuers.

⚠ Helpers will not be prepared to put themselves in real danger, or be able to muster courage beyond their normal capacity.

OVERWHELMING MIGHT

You have a hidden strength powered by hatred deep within your soul.

- You have attained Supernatural Might (→ p107).

BLADE OF DARKNESS

You can summon a Wrath's Blade composed of pure dark energy, it's capable of wounding the soul.

- You can activate this Ability at will upon summoning your Wrath's Blade.
- **Dark Strike:** Your Wrath's Blade is a cosmic void that now drains an additional Heart of Dark Damage (→ p259) in addition to the weapon's Mundane Damage.
- **Wrapped in Darkness:** After a strike with the Wrath's Blade, the energy can be discharged to engulf your target and cause an additional Heart of Dark Damage; which dispels the Ability.

⚠ Using Wrapped in Darkness prevents you from using this Ability again for another 24 hours.

D Gain 1 Dark Allegiance Point.

RED PETAL REVENGE

Picking a rose in haste can prick your fingers, and so those who wish to do you harm will suffer the consequences.

- If you are hit in a Fight, or suffer an Ailment caused by an enemy's Ability, you can attempt to get revenge on your aggressor.

Requires a Contest
Your Grit vs. the attacker's Grit.

Success: Your attacker suffers the same Damage, or Ailment, that they inflicted on you.

- If an Ailment can not be applied to your attacker, they take a Heart of Damage instead.

⚠ Red Petal Revenge may only be used once every 24 hours.

D Gain 1 Dark Allegiance Point.

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VEXED DISPEL



Your patience with hostile magic is thin, and your mere annoyance can unravel even the most carefully crafted spell.

- You can attempt to nullify a single persistent magical effect that is irritating you, or any of your allies that are located in the same Battlefield Area as you. For example, you can try to dispel a magically inflicted Ailment or a sorcerous barrier.

Requires a Grit Check

Success: The magic will be suppressed so long as you are in the same Battlefield Area and still subject to the annoying effect. For example, the caster would regain the use of their suppressed Ability or the sorcerous barrier would return once you have passed or been pacified.

- Vexed Dispel can be triggered the instant you are annoyed, and does not require an Action to cast.
- You cannot Dispel magic that is instant, such as a damaging magical blast.
- You cannot use this Ability again for 24 Hours after it has been successfully used.

Gain 1 Dark Allegiance Point.

SPIRITED SLAUGHTER

Fresh from the kill, you have a twinkle in your eye and a spring in your step.

- If you slay an opponent during a Fight, you can immediately take another Action afterwards, as long as it continues or accelerates further violence.

COMBAT GEAR ALLOWANCE

You are always able to use your Wrath's Blade irrespective of your Species Size. You can use Standard and Thrown weapons. You can use any armor or shield without penalty.

ARMOUR

Light | Medium | Heavy* | Superheavy* | Sm. Shield | Std. Shield | Lg. Shield*

MELEE WEAPONS

Standard | Concealed** | Quick | Master | Mighty* | Arc* | Lash | Combo

MISSILE WEAPONS

Thrown | Drawn | S. Mech.** | L. Mech.

* Small Species restriction still applies (Chib, Goblin)
** Large Species restriction still applies (Promethean, Gruun)

ADVANCEMENT TABLE

RANK	ATTACK	HEARTS	APTITUDES					ABILITIES			XP
			MIGHT	DEFT.	GRIT	INSIGHT	AURA	START.	STAND.	ADV.*	
1st	**+1**	**3**	**8**	**7**	**10**	**8**	**9**	**3**	-	-	0
2nd	**+2**	3	8	7	10	8	9	3	**1**	-	6
3rd	**+3**	**4**	**9**	**8**	**11**	**9**	**10**	3	1	-	12
4th	+3	4	9	8	11	9	10	3	**2**	-	24
5th	**+4**	**5**	**10**	**9**	**12**	**10**	**11**	3	2	-	36
6th	+4	5	10	9	12	10	11	3	2	**1**	48
7th	**+5**	**6**	**11**	**10**	**13**	**11**	**12**	3	2	1	72
8th	+5	6	11	10	13	11	12	3	2	**2**	96
9th	**+6**	**7**	**12**	**11**	**14**	**12**	**13**	3	2	2	132
10th	**+7**	7	12	11	14	12	13	3	2	**3**	168

Bold text indicates the number has increased from the previous Rank.
* You can choose a Standard Calling Ability or an Advanced Species Ability if preferred.

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SAGE

Sages are the students of the intensive art of Wizardry, learning to manipulate both ambient and residual mana to great effect. Their powers reflect their approach to the study of magic: patient, practical, with a dash of whimsy.





CALLING OVERVIEW

Typical Sages: Wise hermits, eager apprentices, mischievous old witches, and court magicians.

Abilities: Wizardry is a curious mix of practical magic and malign hexes. Sages are inquisitive sorts, skilled researchers, and often insufferable know-it-alls. There is little knowledge that can be kept from them for long.

Advancement: As Sages rise in Rank they master increasingly potent magic and can start to dabble in the related fields of artificing and prophecy.

Aptitudes: Hours of research and study have granted the Sage a high Insight, but neglecting their physical development means they suffer a low Might.

Weapons and armour: Sages can defend themselves in combat, but it's not their forte. They may use a limited range of weapons and wear Light Armor without any issue.

Who'd like to be a Sage? This Calling is perfect for players who like to employ clever, light-hearted solutions to problems.

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ABILITIES

STARTING ABILITIES

You start with three Abilities.

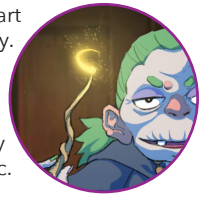
GRAND GRIMOIRE



Knowledge is your passion. Your Grimoire, a strange tome that's always at hand, is filled to the brim with notes of your discoveries and experiences.

- Your Grand Grimoire is a large, personalized book that is always in your hands when needed, but nowhere to be found when you have no use for it.
- Only you can write in the Grimoire, but it is quite capable of filling its own pages! It can magically sketch pictures of things you stare at for a few minutes and record messages you speak into its pages.
- If you fail an Insight Check when attempting to recall a piece of information, you may consult your Grimoire for clues. Stuffed full of factual titbits, the tome will allow the GM to reveal a hint to where the elusive piece of information can be found.
- If you die, your Grimoire manifests permanently. The tomes of great Sages are extremely valuable!

SAGE'S STAFF



Staves are an iconic part of any Sage's inventory. Your elegant wand, or gnarled walking stick, carries your personal sigil and is the primary conduit for your magic.

- **Spell Push**: With a dramatic gesture and a shout, you can use your staff to magically shove things about.
  - The Push can effect things up to 15 ft away.
  - The Push exerts the same amount of force as an adult human.
  - The Push is always executed with full power and can not be used with any delicacy.
  - If the Push is used in a Check or Contest, the spell's Might is the same as your Insight. This might include attempting to shove against a monster, or moving a heavy stone.
  - If the Push is used as an Attack, it is treated as an Unarmed strike, and can strike at a target up to 1 Battlefield Area away.
- **Magelight**: Your Staff can glow with a radiance equivalent to a Torch (→ p175).
  - This light can be turned on and off by lightly tapping the staff.
  - The light remains in effect as long as you are holding your staff and are conscious.
- Long, heavy staffs can be used as a Standard Weapon. Shorter wands double as Concealed Weapons.
- While you may only have one Staff at any time, creating a new one is as simple as carving your personal sigil on to your chosen piece.

PRESTIDIGITONIUM



One of the earliest tricks you learned was how to animate objects using the mana left behind by another living creature's touch. With this you can breath wondrous life into simple tools and children's toys.

- With some singing, or gentle coaxing, you can attempt to make a single object spring to life and perform the function it was originally designed for.
- An object needs to have been used within the last 3 months to retain the residual mana required for the spell.

Requires an Insight Check

Success: Your chosen object begins to move. A door knob will rotate and the door click open, a toy soldier will march, and a Physician's Kit will perform surgery.

- The object's will perform long enough to complete a single task, then the mana is expended.
- If a Check or Contest is required, your Insight is used.
- A Melee Weapon may be animated for a single Attack, the strike uses your Attack Bonus.
- A Shield can float and Parry a single Attack on you, or nearby ally, before falling to the ground.
- A Missile Weapon can fire a single shot, if ammunition is available.

Successful or not, once an object has been targeted by Prestidigitonium the ambient mana is disrupted and the Ability won't work on it again unless…

The object is used again, although it takes 24 hours for the required mana to settle.

ELECTIVE ABILITIES

You select a new Ability when you reach Rank 2, 4, 6, 8 and 10. An Ability can only be selected once unless otherwise noted.

STANDARD ABILITIES

Available for selection at Rank 2 or higher.

EVERYDAY DIVINATION

Divination is such a popular Wizardry skill that Sages have gained a reputation for being rather nosy.

- You can tap a reflective surface once, and politely request to see a particular person or object.
- The surface must be larger than your hand but no taller than yourself. Mirrors, windows and even puddles can be used.

Requires an Insight Check/Contest

- Attempting to see a person, or creature, triggers a contest; your Insight vs. your target's Aura.
- Attempting to see an object requires an Insight check.

Success: You can see and hear your chosen target and the immediate area around them.

- The divination lasts for a few minutes.
- If you share a Social Bond (→ p279) with the target, you may talk to each other, although only you will be able to hear their words.

Failure: The view is clouded. A second try at Divination cannot be attempted for another 24 hours.

An individual surface may only be used for Divination once every 24 hours.

MORTIFYING BLOAT



You can agitate the ambient mana inside another creature, causing it to swell and expand. Performing the spell requires you to make an exaggerated gesture; exhaling a deep breath into your own thumb. Huuffff!

- You can attempt to inflate a single enemy from up to 1 Battlefield Area away.

Requires a Contest
Your Insight vs. your target's Grit.

Success: Your target begins to bloat, by the start of their next Turn they will be afflicted by the Ballooned Ailment (→ p268).

- Only one creature may be affected by this Ability at any time. If you target another individual, the previous target will return to normal size. Otherwise, the affliction wears off after an hour or if you will it away.

D Gain 1 Dark Allegiance Point.



Victims of this particular ability are actually quite buoyant and easy to move around. Why not get creative? Turn an enemy, or reluctant ally, into a makeshift blockade or emergency floatation device.

ARCANE ARTIFICING

You have whiled away many hours tinkering with magical devices. Whether a passion or a hobby, you have learned enough to repair, maintain and even create such devices in your spare time.

- You gain the Crafting Discipline Artificing (→ p282).
- For specific rules on creating things refer to Craft (→ p280).
- You can identify Oddities, Artifacts, and Gadgets related to your craft with an Insight Check.
- You use Insight for your Crafting rolls.

GLOWING INK



You can wring out a special luminescent ink from your staff, drawing on its Magelight Ability. Now you can leave a glowing crumb trail or honor the tavern toilet wall with your sigil.

- You can use your Mage Staff as if it were a giant pen or paintbrush as long as the Magelight Ability is active.
- The ink glows as brightly as a torch, but vanishes after a day.
- You can squirt ink on an enemy up to 1 Battlefield Area away with a successful Attack roll.
  - The ink does no damage, but prevents enemies from hiding in the shadows.
  - Targets that are vulnerable to light may suffer other ill effects. This is at your GM's discretion.

B Gain 1 Bright Allegiance Point.

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HOCUS POX



You can use malicious mana to infect your foes with a debilitating disease. Symptoms include purple spots, mana vulnerability and utter exhaustion.

- You can attempt to infect someone up to 15 ft, or 1 Battlefield Area, away with Hocus Pox.

Requires a Contest
Your Insight vs. your target's Grit.

Success: Your target contracts Hocus Pox and they break out in purple spots.

- Victims have a Snag when making rolls to resist other Magical Abilities.
- Victims are afflicted with the Putrefied Ailment (→ p270).
- When a victim is reduced to 0 Hearts by this Ailment, they collapse and are helplessly exhausted. This will pass with a week's worth of rest, but the purple spots remain for another week.

⚠ Once a chosen target has fallen foul of this Ability, you cannot use it again for another 24 hours.

D Gain 1 Dark Allegiance Point.

MURKY MASK

By coating yourself with malleable mana, you can mould your features into an incredibly convincing disguise.

- You can moderately alter your build, coloring, face and height; but cannot exactly mimic another.
- Drastic changes in mass are not possible. You can transform into a Species of a similar size to you. For example, a human could imitate an Elf or Tenebrate, but not a tiny Chib or bulky Promethean.
- Your Mask lasts for an hour, unless:
  - You are caught lying.
  - You lose a Heart, suffer an Injury or are affected by some other harmful effect.
  - You will the Mask away.

⚠ After use, you must wait an hour before using the Mask again.

D Gain 1 Dark Allegiance Point.

VERY USEFUL CLOUD



You can coalesce the moisture in the air into a small cloud. This odd little being floats along next to you and has some very useful applications.

- Your Cloud is oddly sturdy, despite its gaseous nature, and is about the size of a large cushion.
- Summoning a Cloud requires:
  - Moisture in the air.
  - During a Fight, it requires a Turn's worth of gesticulation.
- The Cloud has two key functions:
  - **Carrier:** The cloud can hold 6 Inventory Slots.
  - **Messenger:** The cloud can deliver a message, of no more than 40 words, to anyone you are familiar with.
- The Cloud's basic capabilities:
  - **Aptitudes:** The Cloud's Aptitudes are the same as yours.
  - **Combat Values:** Hearts 2, Defense Rating 12, and Speed Rating Average.
  - **Range:** It can exist up to a mile away from your current location.
  - **Flight:** It cannot float more than 20 feet off the ground.
- You can dissipate the cloud at will, which will result in any items it carries dropping to the ground.
- Anyone mean enough to Attack the cloud will cause it to dissipate when it is reduced to 0 Hearts.
- You can only summon and control one cloud at a time.

⚠ A new cloud cannot be summoned for 24 hours after the last one has been destroyed or dismissed.

B Gain 1 Bright Allegiance Point.

ELDTRICH EXPLOSIVES



Nothing clears a room like a mana kaboom! You make magical explosives.

Rank 1

- Once per Fight, you can conjure a Mana Grenade, a non-lethal weapon designed to subdue.
  - Mana Grenades work like regular Grenades (→ p178), except…
  - They do Twilight Magic Damage (→ p259).
  - Targets reduced to 0 Hearts, or less, are knocked unconscious (or fall inert if they are Mechanoids or Undead) for an hour.

Rank 5:

- Once every 24 hours, you can conjure a Mana Bomb, a more violent and deadly variant of the Mana Grenade.
  - Mana Bombs work like standard Bombs (→ p178), except…
  - They do Twilight Magic Damage (→ p259).

B Gain 1 Bright Allegiance Point.

ADVANCED ABILITIES

Available for selection at Rank 6 or higher.

CLOAK OF OBSCURITY

You can slip behind a mantle of subtle darkness and become a shadow. While you're not invisible, you are definitely more difficult to notice for those not expecting you.

- When covered by the Cloak, you use your Insight, rather than Deftness, when making your Stealth rolls.
- When your Team is Exploring using Stealthy Movement (→ p234), you make an independent Stealth roll.
- When Cloaked, even if your Team is Exploring using Cautious or Hasty Movement you also benefit from the effects of Stealthy Movement.
- If you are Cloaked when discovered by a Map or Site Encounter, you make can make a Stealth roll to remain hidden.

D Gain 1 Dark Allegiance Point.

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DEMYSTIFY



Just as you can weave a web of mana, so too can you unravel it. Deep knowledge of mana manipulation allows you to undo others' spells. The performance of this counter-magic is usually accompanied by a rude or condescending gesture toward the opposing spell caster.

- You can attempt to end a single persistent magical effect. This might be a curse, arcane barrier, or the enchantments on an Artifact or Imbued Item.
- In a Fight, Demystify requires the use of your Action to cast.

Requires a Contest
Your Insight vs. the Aptitude required to cast the opposing Magical Ability.

If no Aptitude is specified, then use Aura.

- **Success:** The spell is unravelled.
- **Failure:** You cannot dispel the effect, and cannot try to dispel the effect again for 24 hours.
- ⚠ This Ability only causes Artifacts or Imbued items to lose their enchantment for 24 hours.

MANA CRUSH



Sometimes even the patience of the wise can be tested. By clenching your fist you can solidify the mana emanating from another animated creature and use it to crush like a vice.

- You can target an opponent up to 15 ft, or 1 Battlefield Area, away.
- During a Fight, Mana Crush requires the use of your Action to cast.

Requires a Contest
Your Insight vs. your target's Deftness.

- **Success:** The target is crushed within a cocoon of mana, taking 3 Hearts of Damage.
- **Failure:** The Target avoids the brunt of the assault and only takes 1 Heart of Damage.
- ⚠ This spell is physically taxing to cast and may only safely be used once per Fight. Attempting the spell in the same Fight, or within a few minutes of the last attempt, means you must roll on the Injury Table (→ p260) after the Contest.

B Gain 1 Bright Allegiance Point.

PRACTICAL FLIGHT

Powerful Sages are able to defy gravity to float and flutter about. While you look incredibly elegant, you're not terribly fast.

- You have two modes of flight at your disposal…
- **Drift:** A slow and graceful form of levitation.
  - Speed Rating while flying is Slow.
  - Lasts until you decide to stop it.
- **Thrust:** A short, sharp surge of speed. You may want to sit astride your Staff for balance.
  - Speed Rating while flying is Fast.
  - Thrust lasts for 3 Rounds during a Fight, or approximately 30 seconds.
  - Using Thrust means you cannot use Flight again for 24 hours.
- ⚠ You cannot fly if Overburdened.

HARMONIOUS GEOMANCY

You politely request cooperation from ambient mana. With some clear spoken instructions and a bow, or curtsy, you can re-arrange a cluttered room, or quickly assemble a barricade in front of an approaching enemy.

- You can attempt to persuade local mana to manipulate objects in your immediate surroundings.

Requires an Insight Check

- **Success:** The local mana swirls and twists to do your bidding.
- You can perform a simple task that would normally require several creatures acting together to accomplish.

  For example: Smashing all the breakable pots in a shed at once, alphabetizing a room full of books, or stacking loose stones into a makeshift set of stairs.
- The area of effect should be no larger than a small house.
- During a Fight, you can manipulate a single Battlefield Area to:
  - Add the Precarious (→ p251) or Sheltered (→ p251) Condition to a Battlefield Area, providing there are enough suitable objects scattered around.
  - Remove an existing Condition from a Battlefield Area, if you can agree with your GM on how this Ability could do it. For example, pushing away a choking mist.
- ⚠ Successful or not, any objects moved or disrupted by this spell have their ambient mana burnt away and cannot be affected by this Ability or Prestidigitonium (→ p60) for another 24 hours.

B Gain 1 Bright Allegiance Point.

SHADOW PUPPET



You can seize another's shadow and, by proxy, their physical agency. While you make menacing gestures, resembling those of a puppeteer, your victim dances to your desire.

- You can use this Ability on any creature that casts a shadow and is roughly 10 feet, or 1 Battlefield Area, away.

Requires a Contest
Your Insight vs. your target's Aura.

- **Success:** You can control your target for the next 10 seconds, or their Turn during a Fight. For example, you can make them speak, shout, or even attack themselves (which still requires an Attack roll!).
- You must repeat, and win, the Contest each Turn to retain control of your target.
- ⚠ You can only control one Puppet at a time.
- **Failure:** The target breaks free of your mana strings and you cannot target them with this Ability again for 24 hours.

D Gain 1 Dark Allegiance Point.

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MOMENTARY FORTRESS



You can create a protective pyramid, sphere, or cube of light around you that is able to repel physical and magical attacks.

- During a Fight, you can use the Fortress to attempt to block one inbound physical or magical Attack against you each Turn.
- If the Attack targets a Battlefield Area (like a magic blast) then everyone in the same Area as you benefits from the Fortress… including foes!
- If cast outside of combat, the Fortress can be used to block harmful environmental effects. For example, Impact Damage (→ p267) from falling rocks or Burn Damage (→ p267) from caustic gas.
- The Fortress is only visible when struck or resisting a harmful effect.
- The Fortress can be erected during your enemy's Turn, but this means you cannot take an Action on your next Turn.

Requires a Contest
Your Insight vs. the Aptitude related to the type of Attack (see below).

- **Magic Attacks:** The opposing Aptitude used should be the one required to cast the offensive spell.

  If none is specified, use the caster's Grit for directed attacks or Aura for harmful radiating attacks (or anything else!).
- **Strength Attacks:** The opposing Aptitude for Melee Weapons, and other brute force attacks, should be the Attacker's Might
- **Skill Attacks:** The opposing Aptitude for Missile Weapons, and other attacks that utilise finesse, should be the Attacker's Deftness.

Success: The Attack is blocked, or dissipated, by a wall of impenetrable light.

- If successful, the Fortress remains intact and you benefit from its protection in the next Turn.

Failure: The panel of light shatters like glass, and the Fortress cannot be used again for 24 hours.

B Gain 1 Bright Allegiance Point.

SOOTHING DARKNESS

You can bring forth a blanket of darkness to temporarily alleviate pain, although its sweet caress cannot heal.

- You can attempt to Soothe someone with an Injury (→ p259), including yourself, within 15 ft or in the same Battlefield Area as you.
- If your target has multiple Injuries, you must choose one to Soothe.

Requires an Insight Check

Success: The effects of the Soothed Injury subside temporarily while the Ability is in effect. For example, a shadow binds a Broken Arm or a ghost limb materialises to replace a Severed one.

The Soothing effect lasts until you use the Ability again, or willingly cancel the effect.

Failure: The Injury remains and you cannot attempt to Soothe the same Injury again.

D Gain 1 Dark Allegiance Point.

COMBAT GEAR ALLOWANCE

You can use Concealed and Standard Melee Weapons, as well as Thrown and Small Mechanical Missile Weapons. You can only wear Light Armor.

ARMOUR

Light | Medium | Heavy* | Superheavy* | Sm. Shield | Std. Shield | Lg. Shield*

MELEE WEAPONS

Standard | Concealed** | Quick | Master | Mighty* | Arc* | Lash | Combo

MISSILE WEAPONS

Thrown | Drawn | S. Mech.** | L. Mech.

* Small Species restriction still applies (Chib, Goblin)
** Large Species restriction still applies (Promethean, Gruun)

ADVANCEMENT TABLE

RANK	ATTACK	HEARTS	APTITUDES					ABILITIES			XP
			MIGHT	DEFT.	GRIT	INSIGHT	AURA	START.	STAND.	ADV.*	
1st	+0	2	6	8	8	10	8	3	-	-	0
2nd	+0	2	6	8	8	10	8	3	**1**	-	6
3rd	**+1**	**3**	**7**	**9**	**9**	**11**	**9**	3	1	-	12
4th	+1	3	7	9	9	11	10	3	**2**	-	24
5th	**+2**	**4**	**8**	**10**	**10**	**12**	**10**	3	2	-	36
6th	+2	4	8	10	10	12	11	3	2	**1**	48
7th	**+3**	4	**8**	**11**	**11**	**13**	**11**	3	2	1	72
8th	+3	4	9	11	11	13	11	3	2	**2**	96
9th	**+4**	4	**10**	**12**	**12**	**14**	**12**	3	2	2	132
10th	+4	**5**	10	12	12	14	12	3	2	**3**	168

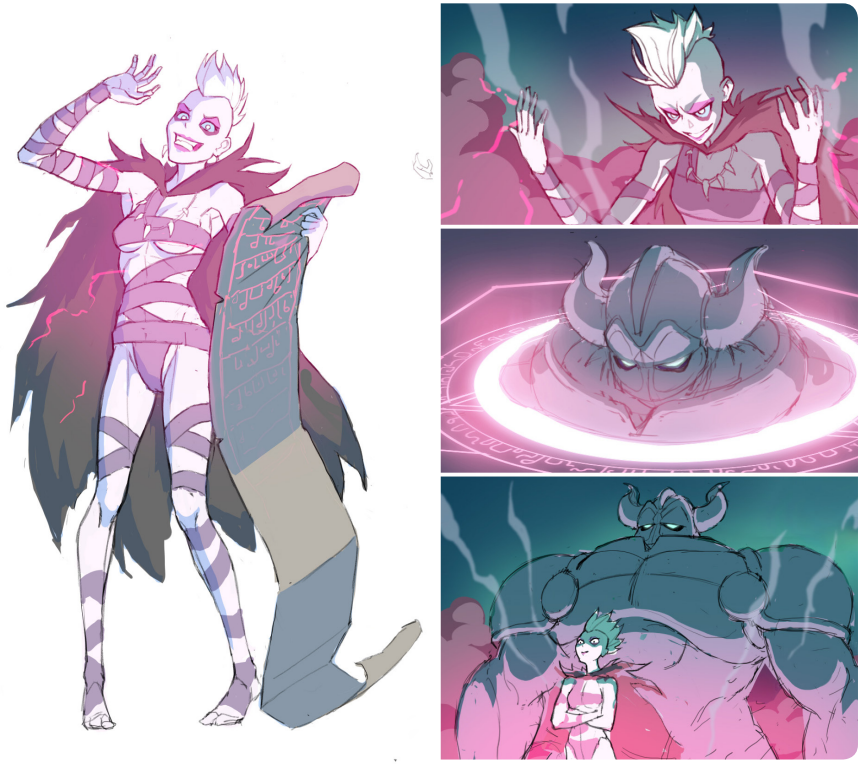
Bold text indicates the number has increased from the previous Rank.
* You can choose a Standard Calling Ability or an Advanced Species Ability if preferred.

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HERETIC

A lifetime of dedication is not required for the Heretic, simply the temerity to read from the Blasphemous Script. The Heretic calls forth entities they do not fully understand to do their bidding, and risks their immortal wrath.



CALLING OVERVIEW

Typical Heretics: Gloomy youths, raving priests, sinister warlocks, and daring onmyoji.

Abilities: Talents rely on summoning the Sealed Names, strange and unpredictable spirits with powerful magical abilities. Dark spirits wreak havoc or obliterate your enemies, while Bright spirits assist and guide you, that is if all goes to plan.

Advancement: As Heretics rise in Rank, they are able to summon more potent Sealed Names, gaining access to a wider range of powerful effects.

Aptitudes: Heretics need an iron will and powerful presence, granting them high Grit and Aura. Dabbling in this dark art reveals a lack of Insight and their oft withered physical forms result in low Deftness and Might.

Weapons and armour: Arms and armor training is kept to a minimum, though Heretics have a strange fondness for whips, chains and other corded weapons.

Who'd like to be a Heretic? Players who love dark themes and don't mind a bit of unpredictability will enjoy this Calling.

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ABILITIES

STARTING ABILITIES

You start with three Abilities.

FITFUL SLEEP



Sleep is not a peaceful haven. While your body is refreshed, your mind is plagued with incoherent and disturbing images brought to you by the Sealed Names. Sometimes you understand the significance of these visions.

- Once per game Session you can ask your GM for clues on anything puzzling you about your adventure. For example, the location of a nemesis or the answer to a perplexing riddle.
- This secret, or clue, is chosen by your GM, and emerges as a fully formed thought in your Mind.



Don't give everything away when giving out a clue, but try to make sure it is at least helpful!

DREADFUL



Extended contact with the Sealed Names has altered your appearance and mannerisms, making you deeply unsettling to be around. You have also developed a twisted empathy that enables you to sense the fears and weaknesses of others.

- You have an Edge on rolls that involve intimidating, frightening or repulsing someone.
- After a short period of observation, or 1 Turn during a Fight, you can attempt to detect what someone fears the most.

Requires an Aura Check

Success: You learn one thing that upsets, scares or disgusts your target. The weakness revealed could be emotional or physical.

SQUIRE MARLOW

Marlow, Whom All Chosen Know, is there to make sure all your needs are attended to. This genteel and unfailingly polite figure is a great deal more forgiving than the other Sealed Names.

- Speak his name calmly and Marlow, a servant-like spirit, emerges from the shadow to do your bidding.
- Summoning takes 1 Action.

Requires an Grit Check

Success: Marlow will appear and carry out a single task you give him.

- The task must be something that Marlow can complete in a few minutes. He will attempt to accomplish his task with competence and endeavour.
- In a Fight, Marlow performs as a Custrel (→ p186) equipped with a Quick Weapon.
- Marlow vanishes upon the completion of his task, or if reduced to 0 Hearts.
- He must be summoned again if you wish to make further use of his services.

Failure: Marlow gently refuses your request, and promptly vanishes.

After a failed summoning, Marlow can't be called again for 24 hours.

ELECTIVE ABILITIES

You select a new Ability when you reach Rank 2, 4, 6, 8 and 10. An Ability can only be selected once unless otherwise noted.

STANDARD ABILITIES

Available for selection at Rank 2 or higher.

THE WIDOW PRISMA

Prisma, The Crystal Martyr suffers for the chosen, although her curious moans while doing so suggest she receives some strange pleasure from her sacrifice.

- Upon a cry for help, The Widow Prisma will immediately crystalize in front of you and absorb any inbound Attack.
- Summoning is instantaneous.
- Prisma suffers any Damage, Ailment, or detrimental effect directed at you… then dies.
- Her dramatic death throes last a Turn, until she shatters into fragments and disappears.
- ⚠ Prisma can only be summoned once every 24 hours.

D Gain 1 Dark Allegiance Point.

DEACON GALRAVE

Galrave, Cloaked in Fear, is a broad and imposing figure. His terrible smile is frightening enough, but his laugh is blood-curdling.

- Throw your hands in the air and shout his full name and Galrave, a fearsome spirit, swirls into being.
- Summoning requires 1 Action.

? Requires a Grit Check

✓ Success: Galrave's laugh echoes loudly, instilling doubt and panic in anyone you consider an enemy.

- Hostiles within 1 Battlefield Area of you must make a successful Grit Check or be Terrified (→ p271) of you for 24 Hours.

✗ Failure: Galrave honors you with his grim regard then vanishes. You shudder for a moment, and miss your next Turn.

D Gain 1 Dark Allegiance Point.

BUSHI MIYABI

Miyabi, Apparition of Borrowed Wrath, is a raging spirit contained within elaborate armor. Her hand grasps a broken blade, which she swings with vengeful fury.

- Point at an enemy, yell her name, and Miyabi will materialize next to your chosen foe.
- Summoning requires 1 Action.

? Requires a Grit Check

✓ Success: Miyabi manifests next to your chosen target and engages them in combat.

- You can set Miyabi on a foe up to 2 Battlefield Areas away from you.
  - She strikes with a Standard Weapon.
  - Her Attack Bonus is always the same as her target's.
  - She has Defense Rating 12.
  - Her Speed Rating is Fast.
  - She evaporates if struck or when her target has been killed, but once summoned she cannot be called off or dismissed.

✗ Failure: Miyabi manifests to take a single swipe at you for your impertinence, then vanishes.

- When striking you, her Attack Bonus is +2 and does 1 Heart of Damage.

D Gain 1 Dark Allegiance Point.

SEER KASNAH

Kasnah, Lady of the Orb, looked too often into her divining ball and was absorbed by it. Now she is a small, smooth sphere with an unblinking stare. She is willing to show you what she sees.

- Whisper her name and Kasnah, a floating eye, can be drawn forth from the folds of your clothes.
- Summoning requires 1 Action.

? Requires a Grit Check

✓ Success: Kasnah floats into the air.

- You see whatever Kasnah sees from her vantage point in the sky.
- Kasnah can be directed to any point within shouting distance, enabling you get unique views of a location or scout ahead.
- She has Defense Rating 12.
- Her Speed Rating is Average.
- She vanishes if struck.

✗ Failure: Fickle Kasnah does not appear but instead you are Blinded (→ p268) for 1 Turn.

- ⚠ She ignores further summoning requests for 1 hour.

D Gain 1 Dark Allegiance Point.

YOGI TULPA

Call on Tulpa, First and Most Patient, when you seek answers. This wizened figure is said to have studied all things. However, whether he actually remembers any of it is another thing altogether.

- When standing in a quiet area, politely state his name and Tulpa will emerge from the ground and attempt to answer a single question you ask him.
- Your question cannot be spoken, but must be written on something soft, like parchment or cloth.
- Summoning is instantaneous.

? Requires a Grit Check

✓ Success: Tulpa emerges from the ground with a yawn and a stretch, taking the prepared question and swallowing it. After some thoughtful chewing he answers the question, then returns to his immortal slumber.

- ⚠ You suffer a Snag on your Grit Check if you attempt to summon Tulpa again within 24 hours.

✗ Failure: Tulpa coughs and chokes on the question. He then lectures you on the failures of this aeon's youth before vanishing.

- ⚠ No further attempt to summon Tulpa can be made for 24 Hours.

B Gain 1 Bright Allegiance Point.

MESSENGER KAILA

Kalia, Whisper most Pleasant, is a sultry figure in a flowing dress and decorated mask. Her voice is quiet but authoritative. When she speaks, her message is always heard by those for whom it was meant.

- Say her name and Kaila appears ready to deliver a message for you.
- Summoning requires 1 Action.
- Kaila drapes herself over your shoulders, and will commit a message of no more than 50 words to memory, then vanishes.
- Your message can be delivered to a single recipient with whom you are at least familiar. Kalia appears behind the recipient and whispers into their ear, so only they can hear… then vanishes.
- Kalia is amused by attempts to harm her spectral form.
- ⚠ Kalia may only be called upon once every 24 hourss.

D Gain 1 Dark Allegiance Point.

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WRETCHED JARAH

Jarah, That Gasps Endlessly, was so frightened that he shrivelled into a small, rasping insectoid. Those willing to endure his revolting appearance may drink of his desperate breaths.

- Cry his name in desperation and Jarah, will instantly appear. He'll grab your head with his spindly limbs and move his body across your face to form a grotesque mask.
- Summoning is instantaneous.
- You are immune to Suffocation (→ p271) when Jarah is attached, enabling you to breathe in water or toxic fumes.
- You are unable to speak while wearing this insectoid mask.
- Jarah remains for an hour or until he is cast off in disgust.

⚠ Jarah may only be called upon once every 24 hours.

B Gain 1 Bright Allegiance Point.

COUNT PARIS

The Count, With Heart Most Cold, is a loveless and noble figure. His joyless gaze petrifies those who lock eyes with him.

- Turn dispassionately towards a target, up to 2 Battlefield Areas away, and Paris will materialise by your side to stare them down.
- Summoning requires 1 Action.

VS **Requires a Contest**
Your Grit vs. the target's Deftness.

✓ **Success:** Paris levels his icy glare at your enemy:

- Your target is encased in ice and is Petrified (→ p270).
- The target can be freed if anyone spends a Turn to break the ice. This requires a successful Might Check.

✗ **Failure:** Paris scoffs then freezes your legs and vanishes. You cannot move from your current position.

- Paris won't return unless you are freed from the ice. This requires you, or an assisting ally, to use an Action and make a Might Check.

D Gain 1 Dark Allegiance Point.

ADVANCED ABILITIES

Available for selection at Rank 6 or higher.

ALTGRAVE ULTIMA

Ultima, Whose Fist is Just, is a massive warrior in ultra-heavy armor who is keen to mete out justice on your behalf.

- Throw your arms wide open, shout his name dramatically, and Ultima appears to smite a foe.
- Summoning requires 1 Action.

? **Requires a Grit Check**

✓ **Success:** Ultima thunders towards a target of your choice. He shouts their greatest sin aloud (For example: Pride!, Indolence!, or Chicanery!) and hammers them with his enormous righteous fist.

- You can target any foe up to 1 Battlefield Area away from you.
- The target takes 1 Heart of Damage and must make a Might Check:
  - **Success:** They partially deflect the blow and avoid further damage.
  - **Failure:** They have been smashed to the ground, taking an additional Heart of Damage and are now Toppled (→ p271).

✗ **Failure:** Ultima appears behind you and swats you to the ground before vanishing. You are Toppled.

B Gain 1 Bright Allegiance Point.

PRINCE JUSTINIAUS

Justiniaus, The Prince in Chains, is bound to his throne with barbed shackles. A wicked grin graces his torn face when he inflicts suffering upon others.

- Kneel and whisper his name and Justiniaus, will appear to ensnare your enemies.
- Summoning requires 1 Action.

? **Requires a Grit Check**

✓ **Success:** Barbed chains erupt around your chosen target.

- You can target a foe up to 2 Battlefield Areas away from you.
- All your target's limbs are Restrained (→ p270) as the chains circle and constrict around them.
- The target can be freed if anyone spends a Turn to break the chains. This requires a Might Check. The target loses 1 Heart every time this is attempted, successfully or not.
- The chains will vanish in an hour, or when you attempt to summon Justiniaus again.

✗ **Failure:** A single chain, accompanied by a sinister cackle, erupts from the ground and binds your dominant arm to your body. Your arm is Restrained (→ p270).

- You, or an assisting ally, must use an Action to attempt to cut the chains. This requires a Might Check. You lose 1 Heart every time this is attempted, successfully or not.

⚠ You cannot summon Justiniaus again until you are freed.

D Gain 1 Dark Allegiance Point.

IMPERATRIX DELILAH

Delilah, Who Rules Absolutely, is the light. She floods the senses with hope to bring the peace of dominion to all who would receive her.

- Call out her name and Delilah shines forth, taking control of a mind that means you harm.
- Summoning requires 1 Action.

VS **Requires a Contest**
Your Grit vs. your target's Aura.

✓ **Success:** Delilah forms around your target like a halo.

- You can target a foe up to 1 Battlefield Area away from you.
- You can control your target for the next Turn. For example, you can make them speak, drop a powerful item, or attack an ally.
- Delilah vanishes after your target performs the controlled action.

✗ **Failure:** Delilah (played by your GM) decides your next Turn then vanishes with a lingering laugh.

- Delilah would never cause you to directly harm yourself, though she might have you throw an important item aside or shout at enemies you're hiding from.

B Gain 1 Bright Allegiance Point.

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DOWAGER COLLETTE

Collette, Our Maiden of Toxicity, is haggard and pale. Her mouth, full of rotted teeth, spews poisonous breath.

- The Dowager is called upon by covering your mouth in mock revulsion. She spasms into existence to belch toxic gas.
- Summoning requires 1 Action.

Requires a Grit Check

Success: The Dowager appears above a Battlefield Area of your choice. She cackles before spewing out a poisonous mist over the Area below making it Harmful (→ p250) until the end of the Fight.

Failure: You begin to choke and cough on noxious fumes. This prevents you from speaking, and therefore calling other Sealed Names, until the end of your next Turn.

D Gain 1 Dark Allegiance Point.

SERVANT PAZUU

Pazuu, Of Many Wings, is able to carry even the largest of the Chosen into the air despite his withered form.

- Relax your limbs and whisper his name and Pazuu arrives to lift you into the air.
- Summoning requires 1 Turn.

Requires a Grit Check

Success: Pazuu will immediately fly you to a spot of your choosing, no greater than 1 mile away.

Failure: Your squirming annoys Pazuu, who drops you 20 ft above your chosen spot. You suffer the effects of the Impact Table (→ p267).

D Gain 1 Dark Allegiance Point.

UMBRA DRACONIS

Draconis, The Silhouette Wyrm, is the creature of legend who broke the Sun Machine and battled with Emperor Regulus. He is now but a shadow, though his flames still burn real enough.

- To call Umbra Draconis you must fall to your knees and shout his name at the top of your lungs. The great dragon emerges, ready to scorch your enemies.
- Summoning requires 1 Turn.

Requires a Grit Check

Success: Draconis breaths dark flames on the Battlefield Area you occupy then vanishes. The flames do not harm you, but everyone else takes 3 Hearts of Flame Damage.

- Draconis' flames will also Sunder (→ p443) combustible objects.
- If the Battlefield Area contains flammable structures or surfaces your GM can choose to set them alight, adding the Harmful Condition to the Area (→ p263).

Failure: The effects are identical to Success, except you are also harmed by Draconis' dark flames.

⚠ Once attempted, you cannot use this Ability again for 24 hours.

D Gain 1 Dark Allegiance Point.

EGOMET

Egomet, Who Never Came To Be, is the embodiment of lost potential. He sees the other paths you could have taken and allows you to follow them, albeit temporarily.

- Speak your name backwards before sleeping and awake as your Other Self.
- Summoning requires 1 full night's sleep.
- Your Other Self lets you become another Calling until you sleep again, or until you decide to revert back to your true self.

⚠ After summoning Egomet, you may not call on him again until you've had the opportunity for Downtime (→ 272).

Creating your Other Self

- Your Other Self retains your Species, Traits, and Quirks.
- Your Other Self can be a Calling of your choice but is 2 Ranks lower than your current Rank.
- In addition to the Calling's Starting Abilities, you can choose any Elective Abilities available to your Other Self's Rank.
- You can only have one Other Self.

D Gain 1 Dark Allegiance Point.

QUEEN AMHIKA

Queen Amhika, Dweller in Our Hearts, is pleasant and obliging. Her soothing voice and kind embrace will transport you to a place of safety.

- With an earnest desire Queen Amhika will appear ready to remove you from harms way.
- Summoning is instantaneous.
- Queen Amhika will envelop you, and up to 5 allies, in her enormous cape. You drift off into a peaceful sleep. When you awake you are in the place where you always felt most safe.
- You should choose your safe place before play and inform your GM. This could be your waterfall retreat, a relaxing meadow, or your childhood home.
- Once Amihika has deposited you safely she cannot be summoned again until you have spent one day actually relaxing.

B Gain 1 Bright Allegiance Point.

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SEALED NAMES



Squire Marlow
Whom All Chosen Know
(→ p69)



Widow Prisma
Crystal Martyr
(→ p70)



Deacon Galrave
Cloaked in Fear
(→ p70)



Bushi Miyabi
Apparition of Borrowed Wrath
(→ p70)



Seer Kasnah
Lady of the Orb
(→ p71)



Jogi Tulpa
First and Most Patient
(→ p71)



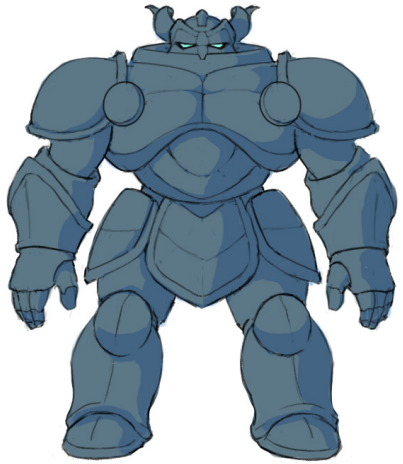
Messenger Kaila
A Whisper Most Pleasant
(→ p71)



Wretched Jarah
That Gasps Endlessly
(→ p72)



Count Paris
With Heart Most Cold
(→ p72)



Altgrave Ultima
Whose Fist is Just
(→ p72)



Prince Justiniaus
The Prince in Chains
(→ p73)



Imperatrix Delilah
Who Rules Absolutely
(→ p73)



Dowager Collette
Our Maiden of Toxicity
(→ p74)



Servant Pazuu
Of Many Wings
(→ p74)

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SEALED NAMES

Umbra Draconis
The Silhouette Wyrm
(→ p74)





Egomet
Who Never Came To Be
(→ p75)



Queen Amhika
Dweller in our Hearts
(→ p75)

COMBAT GEAR ALLOWANCE

You can use Thrown, Standard, and Lash weapons. You can only wear Light Armor without hindrance.

ARMOUR

Light | Medium | Heavy* | Superheavy* | Sm. Shield | Std. Shield | Lg. Shield*

MELEE WEAPONS

Standard | Concealed** | Quick | Master | Mighty* | Arc* | Lash | Combo

MISSILE WEAPONS

Thrown | Drawn | S. Mech.** | L. Mech.

* Small Species restriction still applies (Chib, Goblin)
** Large Species restriction still applies (Promethean, Gruun)

ADVANCEMENT TABLE

RANK	ATTACK	HEARTS	APTITUDES					ABILITIES			XP
			MIGHT	DEFT.	GRIT	INSIGHT	AURA	START.	STAND.	ADV.*	
1st	**+0**	**2**	**7**	**7**	**10**	**7**	**9**	**3**	-	-	0
2nd	+0	2	7	7	10	7	9	3	**1**	-	6
3rd	**+1**	**3**	**8**	**8**	**11**	**8**	**10**	3	1	-	12
4th	+1	3	8	8	11	8	11	3	**2**	-	24
5th	**+2**	**4**	**9**	**9**	**12**	**9**	**12**	3	2	-	36
6th	+2	4	9	9	12	9	12	3	2	**1**	48
7th	**+3**	4	**10**	**10**	**13**	**10**	**13**	3	2	1	72
8th	+3	4	10	10	13	10	13	3	2	**2**	96
9th	**+4**	4	**11**	**11**	**14**	**11**	**14**	3	2	2	132
10th	+4	**5**	11	11	14	11	14	3	2	**3**	168

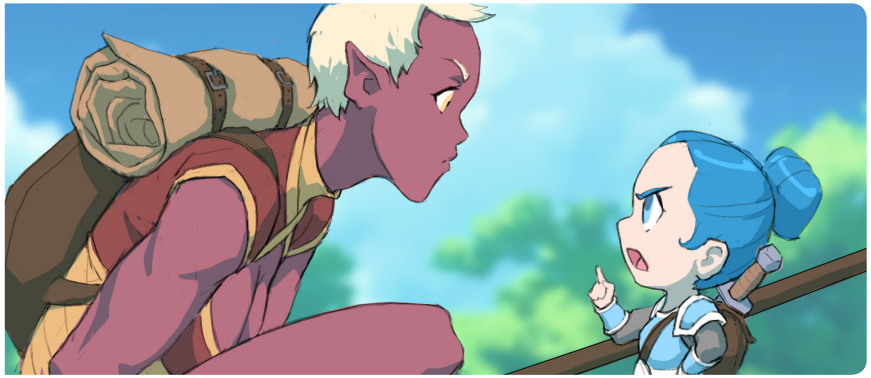
Bold text indicates the number has increased from the previous Rank.
* You can choose a Standard Calling Ability or an Advanced Species Ability if preferred.

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STEP 2 · SPECIES

Each of Outer World's sentient species has different mental, social and physical qualities. Will you be a brawny Gruun or an ingenious Goblin?



ABOUT YOUR SPECIES

Your Species determines your...

Species Abilities: Features unique to your Species. You start with Innate Abilities and can, later in the game, develop Maturative Abilities. Some Abilities affect your Allegiance (→ p206), giving you a starting bias towards the Bright or Dark.

Species Size: Size can modify your base Aptitudes and Defense Rating. Size also affects your Combat Gear Allowance and how many Inventory Slots (→ 151) you get. This determines the amount of gear you can carry.

Quirk Table: Refers you to the Quirks (→ p132) available to your species.

Step 2 Instructions

1. Choose or roll on the Species Table
2. Use the Quick Start Info to fill in your Character Sheet and then go to the main entry for more details.
3. Innate Abilities marked with ⚠ require you to take additional steps described in the Ability's entry.
4. Note down the Quirk Table your Species uses. You'll need to know this in Step 5.

SPECIES TABLE

Choose or roll your Species

1-4	**Human, Native** (→ 81)
5	**Human. Dimensional Stray** (→ 81)
6-7	**Chib** (→ 81)
8-10	**Tenebrate** (→ 81)
11-13	**Rai-Neko** (→ p82)
14-15	**Promethean** (→ p82)
16	**Gruun** (→ p82)
17	**Goblin** (→ p82)
18	**Dwarf** (→ p83)
19	**Elf** (→ p83)
20	**Bio-Mechanoid** (→ p83)

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Species Abilities

SPECIES QUICK START INFO

HUMAN (NATIVE)



Your people were once the undisputed rulers of Outer World, and many of you still possess the iron will and resourcefulness that allowed your ancestors to flourish.

ⓘ More (→ p84)

Species Size
- Medium Species (→ p106)
  - 10 Base Inventory Slots

Innate Abilities
- Prodigy ⚠ (→ p85)

Quirk Table
- Inheritors of the New Aeon (→ p132)

HUMAN (DIMENSIONAL STRAY)



You shouldn't be here, alone in a strange world. You can either make the best of it, or moan about it... or maybe a bit of both.

ⓘ More (→ p86)

Species Size
- Medium Species (→ p106)
  - 10 Base Inventory Slots

Innate Abilities
- Leisurely focus ⚠ (→ p87)

Homeland & Histories
- Use the Other World Histories Table (→ p126) in Step 3

Quirk Table
- Inheritors of the New Aeon (→ p132)

CHIB



You're diminutive, charming, and occasionally ruthless. It can be hard to get noticed sometimes, but this can be used to your advantage.

ⓘ More (→ p88)

Species Size
- Small Species (→ p106)
  - -1 Might, +1 Deftness
  - +1 Defense Rating
  - 8 Base Inventory Slots

Innate Abilities
- Easily overlooked (→ p87)

Quirk Table

Inheritors of the New Aeon (→ p132)

TENEBRATE



You thrive in the Profound Darkness. Some believe your people were human once but were warped by a sunless existence.

ⓘ More (→ p90)

Species Size
- Medium Species (→ p106)
  - 10 Base Inventory Slots

Innate Abilities
- Night Born ⚠ (→ p91)
  - +1 Dark Allegiance Point
- Shadow Sight (→ p91)

Quirk Table
- Inheritors of the New Aeon (→ p132)

RAI-NEKO



You're a cat-like being rumored to be from a place beyond the sky. A curious blend of natural athleticism and techno savvy.

ⓘ More (→ p92)

Species Size
- Medium Species (→ p106)
  - 10 Base Inventory Slots

Innate Abilities
- Oldtech Proficiency ⚠ (→ p93)
- Hunter's Blood (→ p93)

Quirk Table
- Inheritors of the New Aeon (→ p132)

PROMETHEAN



You're one of the chosen, a 'Perfected Being'. Your immense physical presence intimidates the smaller folk of Outer World.

ⓘ More (→ p94)

Species Size
- Large Species (→ p106)
  - +1 Might
  - -1 Defense Rating
  - 12 Base Inventory Slots

Innate Abilities
- Cryptic Heritage (→ p95)
- Born of the Sun (→ p95)
  - +1 Bright Allegiance Point

Quirk Table
- Inheritors of the New Aeon (→ p132)

GRUUN



You're large, brutish, and irrepressible. Your robust frame can soak up punishment, and your powerful limbs can dish it out.

ⓘ More (→ p96)

Species Size
- Large Species (→ p106)
  - +1 Might
  - -1 Defense Rating
  - 12 Base Inventory Slots

Innate Abilities
- As Tough as You Look (→ 97)
  - +1 Heart Total

Quirk Table
- Inheritors of the New Aeon (→ p132)

GOBLIN



You're small and impulsive, created for a dark necessity. Being recklessly inventive has been both a blessing and a curse for your people.

ⓘ More (→ p98)

Species Size
- Small Species (→ p106)
  - -1 Might, +1 Deftness
  - +1 Defense Rating
  - 8 Base Inventory Slots

Innate Abilities
- Under Dweller (→ p99)
- Gobbo Werks (→ p99)

Quirk Table
- Children of the Old World (→ p132)

DWARF



You are stony and stalwart, a custodian of Underland. Designed for endless toil, you relish a war of attrition.

ⓘ More (→ p100)

Species Size
- Medium Species (→ p106)
  - 10 Base Inventory Slots

Innate Abilities
- Under Dweller (→ p101)
- Sturdy (→ p101)
  - +2 Base Inventory Slots (so 12!)

Quirk Table
- Children of the Old World (→ p132)

ELF



You are one of the ageless survivors of the Dreaming, both hated and adored in equal measure by the mortal folk.

ⓘ More (→ p102)

Species Size
- Medium Species (→ p106)
  - 10 Base Inventory Slots

Innate Abilities
- Ageless (→ p103)
- Immortal Ego ⚠ (→ p103)

Quirk Table
- Children of the Old World (→ p132)

BIO-MECHANOID



You are a relic of the past, neither human nor machine. You have awoken in an unfamiliar world without purpose or direction. You want to belong, but never can.

ⓘ More (→ p104)

Species Size
- Medium Species (→ p106)
  - 10 Base Inventory Slots

Innate Abilities
- Not of Flesh and Blood (→ p105)
- Personal Analytics (→ p105)

Quirk Table
- Bio-Mechanoid (→ p132)

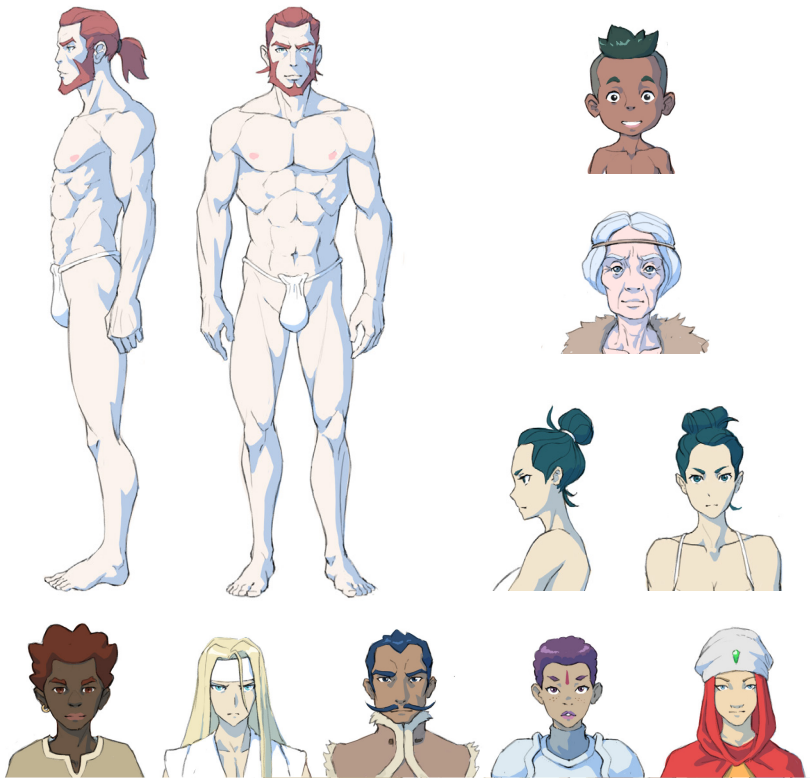
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HUMAN (NATIVE)

Humanity is a species defined by their drive above all else. While they lack the unique features and talents of other Outer Worlders, they have a natural affinity with mana. This allows them to learn and develop more quickly than most.



SPECIES OVERVIEW

Physiology: While some folk think them dull due to their abundance, Humans are a varied bunch, coming in a wide range of shapes and colors.

Demeanor: With their irrepressible spirit, humans both invigorate and exhaust other folk in equal measure. Their insatiable ambition has been both a benefit and threat to the Outer World.

Outlook: Humans value courage and initiative, though they can often be short-sighted. Beliefs include:

- Better a hard head than a hard heart.
- You'll lament a missed opportunity longer than a risk that didn't pay off.
- If there isn't a clear path, make one.
- No problem is so big it can't be solved, or so small it can be ignored.
- Deeds not thoughts matter.

History: Humanity has lived on the Outer World since it was first created. They were snatched away from a utopia called Promise and taken to serve as pets, or slaves, by various eldritch entities.

They were the first of the non-magical folk to harness the power of mana and produce the world's first Sage. With this new-found knowledge they cast off their bonds and overthrew their cruel masters, and so began the 3rd Aeon.

Adventurers: Humans are natural explorers, dropping promising careers or discarding social status in favor of an exciting journey.

Humans are defined by their dedication to their Calling and strong will. No one knows their art better than they do, and they never give up!

Typical Names: Humans' first names often end in vowels. Family names tend to come from heirlooms or family careers.

Examples: Darla Cookpan, Yasuke Yojimbo, Sha Hunterbow, Medoro Mercante, Skippa Luckyshoe.

ABILITIES

SPECIES SIZE

You stand neatly between the largest and smallest of Outer World folk.

- You are a Medium Species (→ p106).

INNATE ABILITY

You start with one Ability.

PRODIGY

You define yourself through your craft, and seek to master your Calling as quickly as you can.

- You start play with an additional Elective Ability chosen from your Calling's Standard Ability list.

MATURATIVE ABILITY

Available for selection at Rank 6, or higher, instead of an Advanced Calling Ability.

UNYIELDING

Even the immortal and cosmically mighty will buckle in the face of your resolve.

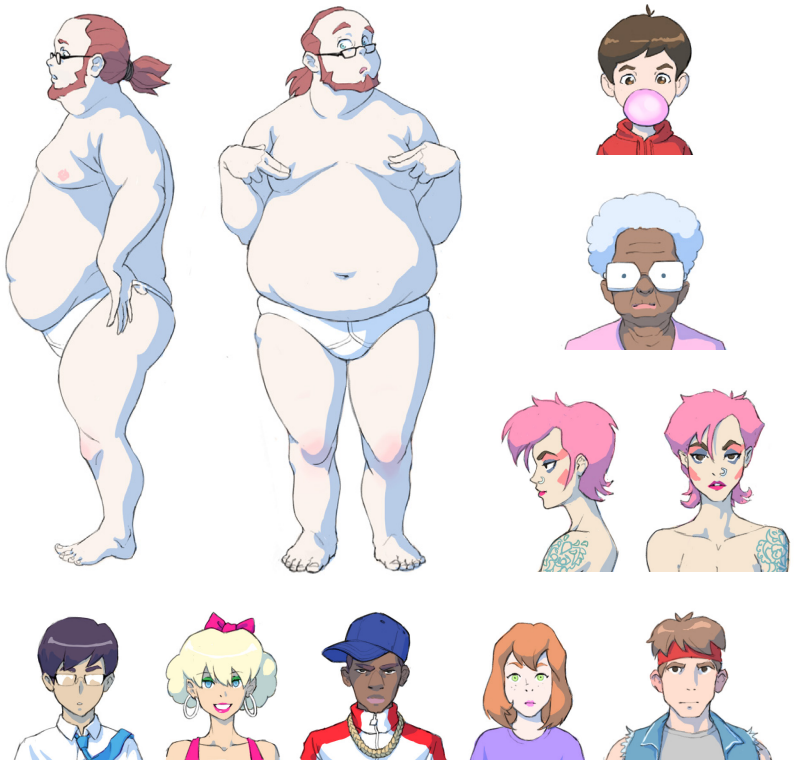
- You are gifted with Supernatural Will (→ p107).

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HUMAN (DIMENSIONAL STRAY)

While physically indistinguishable from Native Humans, these strays are accidental visitors from an entirely different planet. Their 'Other World' is one of science and supermarkets, not one of swords and sorcery.



SPECIES OVERVIEW

Physiology: Dimensional Strays are practically identical to the humans of Outer World, though they often look lost or out of place.

Demeanor: Like their native cousins, Strays are also extremely receptive to the mana of Outer World. However they are not used to its giddying influence and often appear erratic, flustered, amazed, or otherwise overstimulated. They have equated the sensation to something they call a 'caffeine high', but other folk aren't really sure what this means.

Outlook: The rituals and beliefs of their previous home often don't translate well to Outer World. They either try to make sense of it all, or simply complain a lot:

- What now?
- Hey, this is just like that TV show…
- Everything here is scary or cute, half the time they are both!
- Well that's a stupid name.
- No! Just no!

History: Little is known about Other World (→ p313) but historical records suggest that Dimensional Strays have always visited Outer World. A few have risen to unexpected prominence and, as a result, these 'other' humans are widely accepted by the natives.

Adventurers: Whether they seek a way back home, or are simply curious about their new surroundings, the Stray is an able, if sometimes unwilling, adventurer.

Dimensional Strays are oddly versatile and irreverent, two qualities that serve an adventurer well.

Typical Names: The names of these visitors don't seem to conform to any particular convention and vary greatly.

Examples: Howell Jenkins, Dorothy Gayle, Honda Netsuki, Dora Madrigal.

ABILITIES

SPECIES SIZE

You not too big or too small, in fact you're just right.

- You are a Medium Species (→ p106).

INNATE ABILITY

You start with one Ability.

LEISURELY FOCUS

Back in Other World, time was abundant. You could spend your evenings and lunch breaks doing whatever you pleased: working out, studying, or socializing.

- You have an +1 bonus to an Aptitude of your choice.
- The bonus can only be applied to an Aptitude that has not been modified by your Traits (→ 130). You won't know this until you get to Step 4 of Character Creation.

MATURATIVE ABILITY

Available for selection at Rank 6, or higher, instead of an Advanced Calling Ability.

OBSTINATE

You can be very rude! You won't show the proper respect to the divine, refuse to obey magical commands, and even insist that fate is silly.

- You are gifted with Supernatural Will (→ p107).



How did your Dimensional Stray end up in Outer World? Maybe they took a ride on an enchanted amusement park ride, or perhaps had prolonged exposure to theoretical algorithms. Whatever it was maybe there's a way back… if you want one.

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CHIB

Most chibs are so short they can't even look a goblin in the eye without standing on their tippy toes, but this doesn't stop them from being intrepid explorers. It just means they have to be a little more creative than most.



SPECIES OVERVIEW

Physiology: There are two undeniable facts about Chibs. First, they are tiny. Secondly, they are adorable. Large heads, doll-like bodies, and large glassy eyes make them extremely huggable.

Demeanor: Chibs tend to act in an overtly sweet, if occasionally insincere, manner, or an incredibly earnest one. Most are as used to being bullied or ignored as they are to being loved and adored, so naivety is surprisingly rare.

Outlook: Chibs are resourceful, looking for opportunity even within friendly and accepting societies.

Their small wisdom has taught them:

- Tiny steps get there more safely.
- Don't yearn for things out of your reach unless you have something to stand on.
- The world starts wide and wonderful, but ends dark and daunting.
- Adoration is nice but results are better.
- Only those that stand at your side are worthy of your time, even if you can only see up to their knees.

History: The Chibs' origins are a bit of a mystery. The magical ritual that creates them offers some clues, but there is no record of them prior to the start of the 4th Aeon. They seem to have entered the world quietly and unnoticed, which is how they often remain.

Adventurers: Chibs are small, cute, and easy to underestimate. They often take advantage of these qualities, catching unsuspecting opponents unaware.

Typical Names: Chib names are descriptive and adorable.

Examples: Wumble Eveready, Pipi Sweetnothing, Gosh Shantdie, Cotton Fluffnstuff, Tara Tippytop

ABILITIES

SPECIES SIZE

You are short in stature with doll-like proportions, the tiniest of folk.

- You are a Small Species (→ p106).

INNATE ABILITIES

You start with one Ability.

EASILY OVERLOOKED

Small and innocuous, you often go unnoticed.

- A would-be observer is required to make an Insight Check to notice you, unless you are making a conscious effort to be seen.

MATURATIVE ABILITY

Available for selection at Rank 6, or higher, instead of an Advanced Calling Ability.

ALWAYS BET ON THE LITTLE ONE

While it seems like the world is out to get you wee ones, fortune often to favors you.

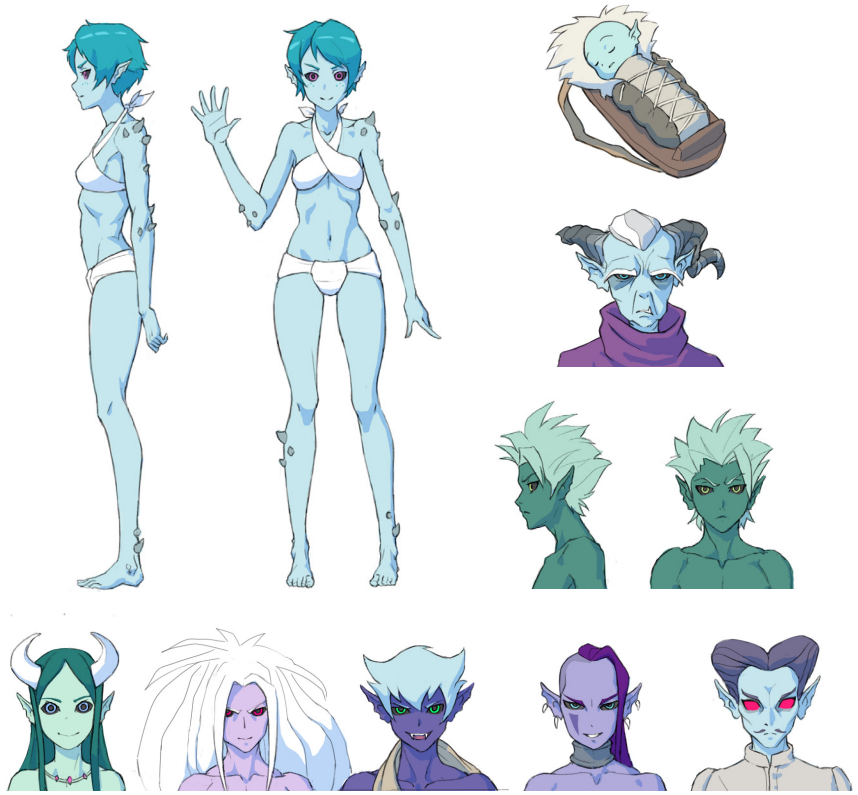
- Your wondrous luck allows you to add a Special Bonus (+6) to the result of one of your die rolls.
- You can choose to add this bonus after you roll, enabling you to turn failure into success. When this happens, the previous outcome comedically unravels by some absurd fortune.
- This bonus can be stacked on top of other bonuses, and is exempt from the 1 bonus per roll restriction (→ p214).
- ⚠ This Ability cannot be used again until you have been able to engage in a Downtime Activity (→ p273).

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TENEBRATE

Their gaunt appearance and affinity for the night unsettle many folk. Whispers still persist about their dark and noble bloodline, but it's now apparent that they are only as sinister, and desperate, as any other species of Outer World.



SPECIES OVERVIEW

Physiology: Tenebrates are slightly shorter than humans, with a waifish frame. Their large dark eyes have faintly luminescent pupils, and their ears possess a distinctive serrated edge. With maturity, individuals develop physical abnormalities such as horns, spikes, or fangs.

Demeanor: In defiance of their shadowy nature, Tenebrates are often forthright, earnest, and easy to trust. They have a tendency to be a bit too serious and occasionally a little gullible.

Outlook: Loyalty, honesty, and charity are the core of Tenebrate values. They observe the following beliefs:

- Despair serves to strengthen hope.
- Mercy is the most precious of all virtues.
- We lead others through the night.
- Speak plainly; dressing your words only cloaks them in shadow.
- Be generous with kindness, but careful with friendship.

History: Rumored to be the descendants of the 'Shadow Monarchs' of Calian, the Tenebrates first emerged in the Wistful Dark at the beginning of the 4th Aeon, and from there spread to other regions.

Adventurers: Tenebrates who cannot find purpose in a settled society often set off in search of it.

Their dependable nature makes them valuable allies in dark times.

Typical Names: Tenebrate first names are usually two syllables long and end in a vowel/consonant pair (-ah, -us, -en).

Family names come from admirable qualities, something lovely or a combination of the two.

Examples: Mariah Doeheart, Gavril Brav, Olean Charita, Richter Goldshield, Aerowyn Joywing

ABILITIES

SPECIES SIZE

You are slightly shorter and more slender than a typical human.

- You are a Medium Species (→ p106).

INNATE ABILITIES

Your start with two Abilities.

NIGHT BORN

You are marked by darkness from birth.

- You begin play with 1 Dark Allegiance Point (→ p206) and must roll on the Dark Gifts Table (→ p206).

SHADOW SIGHT

The shadows hold no secrets from you.

- You can see in the dark, and do not need to rely on a Torch (→ p175).
- You are immune to the Obscured Battlefield Condition (→ p251) if caused by darkness.
- ⚠ Unlike Underdwellers, you don't suffer a penalty in daylight.

MATURATIVE ABILITY

Available for selection at Rank 6, or higher, instead of an Advanced Calling Ability.

MONARCH HOMUNCULI

You are able to exert your will on others by reaching into your blood and claiming an authority long forgotten.

- You can attempt to command a creature that has at least 1 Dark Allegiance Point.
- During a Fight, issuing a command requires the use of your Action.

Requires a Contest
Your Aura versus the target's Grit.

Success: Your command is obeyed.

- Your command must be something the target can easily perform in the next minute, or 1 Turn during a Fight. For example 'Drop your sword', 'Attack the person next to you', or 'Kneel before me'.
- The target must obey to the best of their ability, albeit reluctantly.
- Once the command is obeyed, the target regains self-control, unless re-targeted on the next Turn.

Failure: Your target is forever immune to your commands.

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RAI-NEKO

Rai-neko are not native to the Outer World. They crash-landed here long ago, but are now accepted as one of its folk. These naturally curious, catlike people are constantly searching for ways to expand their knowledge and influence.



SPECIES OVERVIEW

Physiology: Rai-Neko are feline humanoids with a broad range of physiotypes. Ear size, tail length, body fur and markings all vary greatly and range from the distinctly animalistic to the almost human.

Demeanor: Rai-Neko are inquisitive and often unsatisfied when they leave a mystery unsolved. They are also eager to enrich the lives of others with their inventiveness, making themselves at home whether they are welcomed or not. This enthusiasm is often confused with being nosey or pushy.

Outlook: Inventiveness, cunning and generosity are prized traits among the Rai-Neko. These values are reflected in their proverbs:

- Curiosity may kill you quickly but boredom will kill you slowly.
- Work smart not hard.
- A quick nap provides fresh perspectives.
- Purr and the world purrs with you.
- Falling on your back can teach you how to fall on your feet.

History: The Rai-Neko hail from far beyond the sky. A strange vessel carrying them materialized out of nowhere and crashed down on the Pride Coast at the start of the 4th Aeon. The survivors who poured out quickly learned how to survive and settle in their strange new environment.

Many generations of Rai-Neko have passed since the crash, and there are none alive that remember their place of origin. Some desperately try to keep their old ways and sciences alive, but for many Outer World is now their home.

Adventurers: The young are encouraged to go on at least one expedition in their lifetime, for many it never ends.

Rai-Neko are observant adventurers. Their heightened senses allow them to spot opportunities that others don't.

In addition, their affinity with technology often provides useful alternative solutions.

Typical Names: Rai-Neko parents first give their litter a theme and name it appropriately, then append individual second names related to that theme.

Examples: Yam Fritters, Ribbon Strand, Loki Mythus, Mitten Wear, Excellent Penmanship.

ABILITIES

SPECIES SIZE

You are slightly shorter and more slender than a typical human.

- You are a Medium Species (→ p106).

INNATE ABILITIES

You start with two abilities.

OLDTECH PROFICIENCY

Unlike most folk living on the Outer World, Rai-Neko are educated from a young age in advanced technology.

- You get a bonus Purview: Understanding the function of gadgets, magitech, and other curious technology.

HUNTER'S BLOOD

While civilized now, your kind were once feral predators. Your heightened senses hark back to that more primal time.

- You get an Edge on all Insight rolls related to the five physical senses: sight, sound, touch, taste, smell.

MATURATIVE ABILITY

Available for selection at Rank 6, or higher, instead of an Advanced Calling Ability.

PANTHER CONDITIONING

You embrace your animal qualities through rigorous training and meditation. Your hair is wilder, your fur unkempt.

- You have an Edge on all Deftness Checks and Contests.
- You make Unarmed attacks as if wielding a Concealed Weapon (→ p152).

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PROMETHEAN

Referred to as 'Chosen of the Sun' due to their prominence in the Sol Alliance, the Prometheans are billed as the perfect mortals. With their immense stature and air of arrogant authority it's easy to see why.



SPECIES OVERVIEW

Physiology: Prometheans tower over the other folk of Outer World. They are often supremely muscled. They prefer wide open spaces where they can stand tall and their movement is uninhibited.

Demeanor: Fiercely competitive and somewhat imperious. Prometheans are respected more often than they are loved.

Outlook: Most Prometheans are reared to rule. Typical mantras include:

- Seek strength first and purpose second.
- Noble defeat is worth more than undeserving victory.
- Greatness is worth little if it goes unnoticed by others.
- You will learn more from worthy rivals than you will from servile companions.
- Throw your all into your trials, your strength will return.

History: Prometheans are relatively new to Outer World and their true origins are shrouded in mystery and unknown even to themselves. The first Prometheans hatched at the start of the 4th Aeon and while they were originally all reared in the Sol Alliance, it was not long before they spread further afield.

Adventurers: Prometheans will embrace a life of adventure if they are unable to rise through, or feel restricted by, their society's competitive social structure.

Thanks to their impressive size and build, Prometheans of any Calling have strength to throw around and bounce back from injuries that would cripple other species.

Typical Names: Promethean names often evoke serpents and reptiles. They very seldom have family names.

Examples: Ssark, Gecka, Slyther, Boaan, Mamba.

ABILITIES

SPECIES SIZE

Tall and imposing, you tower over most folk.

- You are a Large Species (→ p106).

INNATE ABILITIES

You start with two Abilities.

CRYPTIC HERITAGE

An odd truth is revealed about your origins when you recover from grievous injury or trauma.

- You can grow back body parts that have been severed in battle, or otherwise lost or removed.
- To regenerate a limb, you must use a session of Downtime to Heal an Injury (→ p273).
- ⚠ Regenerated body parts look reptilian. The new skin is scaled and brightly colored.

BORN OF THE SUN

You take the title 'Chosen of the Sun' very seriously, embracing The Bright without question or pause.

- You begin play with 1 Bright Allegiance Point (→ p206).

MATURATIVE ABILITY

Available for selection at Rank 6, or higher, instead of an Advanced Calling Ability.

SOL INVICTUS

Thanks to intense training and dedication, your strength is unparalleled.

- You have attained Supernatural Might (→ p107).

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GRUUN

Without a home to call their own, and bereft of real direction, the Gruun have scattered across the Outer World. They are often misjudged because of their intimidating power and rowdy nature.



SPECIES OVERVIEW

Physiology: Despite their naturally hunched posture, there is no doubting the immensity of the Gruun. Designed for back breaking labor, they were bestowed with a thick hide and robust frame.

Demeanor: In spite of their gruff appearance, Gruun are just as capable of cleverness as any other species of Outer World. As relatively new members of society, they are curious and open, though other folk find them unrefined, rambunctious, or blunt.

Outlook: The Gruun, unlike other species of Outer World, do not have a rich cultural identity to draw on, so their wisdoms are a work-in-progress:

- Be open, be free, be happy.
- If you don't show people the things they can't see, they will assume that they can see all that there is.
- Live like tomorrow's supper is not guaranteed.
- Be careful with things that are smaller than your hands.
- Some problems can only be solved with a good thump, so thump well.

History: The Gruun are a result of the lost art of flesh crafting, practiced during the 3rd Aeon. Once the engineered servitor species of the ruined empire of Calian, the Gruun now wander free.

Adventurers: 'Everything is safer with a Gruun around' goes the popular adage. They're friendly, they're tough, and they can handle their drink.

Gruun bring their might to any Calling they choose, from hulking wizards to lumbering sneaks.

Typical Names: Both given and family names contain long vowel sounds.

Examples: Droop Theek, Naapo Chuul, Graag Ulook, Kaap Chaak, Leep Nuun.

ABILITIES

SPECIES SIZE

While you are not the tallest of the Outer World species, your girth makes you one of the most voluminous.

- You are a Large Species (→ p106).

INNATE ABILITIES

You start with one Ability.

AS TOUGH AS YOU LOOK

You were created to endure physical hardship and easily shrug off trauma that would leave others broken.

- You always have 1 Heart more than the Hearts Total stated for your Calling and Rank.

MATURATIVE ABILITY

Available for selection at Rank 6, or higher, instead of an Advanced Calling Ability.

CHAIN BREAKER

It is said that the first Gruun were so strong that they could shatter bindings with their bare hands.

- You have attained Supernatural Might (→ p107).

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GOBLIN

Goblins are children of the old world, creations of the Unshaped. While their inventive and reckless nature results in a fleeting individual existence, the species is protected by its rapid rate of reproduction.



SPECIES OVERVIEW

Physiology: Goblins are small, spirited creatures well suited to underground life. They are able to squeeze into tight spaces and see well in low-light conditions. Goblins are asexual and reproduce via sporadic spore ejection.

Demeanor: Bold in nature and recklessly inventive. While considered odd by most, their drive and enthusiasm is infectious.

Outlook: Many Goblins are religiously devoted to their kin. They believe:

- What is good for one gobbo is good for all gobbos.
- Nothing lasts forever, that's for the best.
- Everything seems bad if you think about it for too long.
- Music is noise and noise is music.
- Things are only as important as the fuss you make over them.

History: Goblins are an ancient species and have inhabited the Buried Kingdom ever since the Elves granted them their freedom, on the condition they stay below the surface. Now they dig ever downwards in search of a promised land to call their own.

Adventurers: The rare goblin who makes their home above ground is often, unwisely, regarded as harmless or amusingly eccentric.

Goblins make ideal dungeon scouts and can cobble together makeshift machines for unorthodox problem solving.

Typical names: Goblins like to name themselves after sounds and sensations.

Examples: Itchy, Taptap, Feva, Fud, Glug, Tingul, Ploop, Klak.

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ABILITIES

SPECIES SIZE

You are runtish, bent, and scrawny.

- You are a Small Species (→ p106).

INNATE ABILITIES

You start with two Abilities.

UNDER DWELLER

You thrive in the dark, but struggle to cope with the sunlight.

- You can see in the dark, and do not need to rely on a Torch (→ p175).
- You are immune to the Obscured Battlefield Condition (→ p251) if caused by darkness.
- You have a Snag while doing anything in bright light, unless your eyes are shaded in some way.

GOBBO WERKS

You tell people you are a master inventor with a deep understanding of ancient technology. This is a lie. You are able to invent and hastily make tools and machines that only sound plausible to another goblin. For example, a grappling hook utilizing a monster's sticky tongue or glue made from jam and spit.

Your Gobbo Werks are:

- Limited to mechanical devices that move, propel or contain.
- Made from scraps scavenged from the immediate surroundings.
- Assembled in under an hour without need for specialist tools.
- Can produce fire, or even explosions, if a suitable fuel or combustible is available.
- Ugly and noisy.

Requires an Aura Check

Success: Imagination and will has triumphed over physics.

- The exact time taken to construct your Werk is decided by your GM.
- Your creation will work as intended save for one critical flaw… it falls apart as soon as you start paying attention to anything else. Your neglect allows reality to re-establish its uncaring hold.
- A Werk cannot be repaired.
- ⚠ If you later learn a 'proper' Crafting Discipline (→ p282), you cannot combine it with your Goblin know-how. They are two separate arts.

MATURATIVE ABILITY

Available for selection at Rank 6, or higher, instead of an Advanced Calling Ability.

SPORE

At some unpredictable moment during your life, you will sprout another Goblin.

- You release a spore which rapidly evolves into a new Goblin in under an hour.
- The new Goblin has no memories, and is your Follower (→ p184).
- They function like a Goblin Scamp (→ p185).
- ⚠ This Goblin does not count towards the two Companions per PC restriction (→ p183).



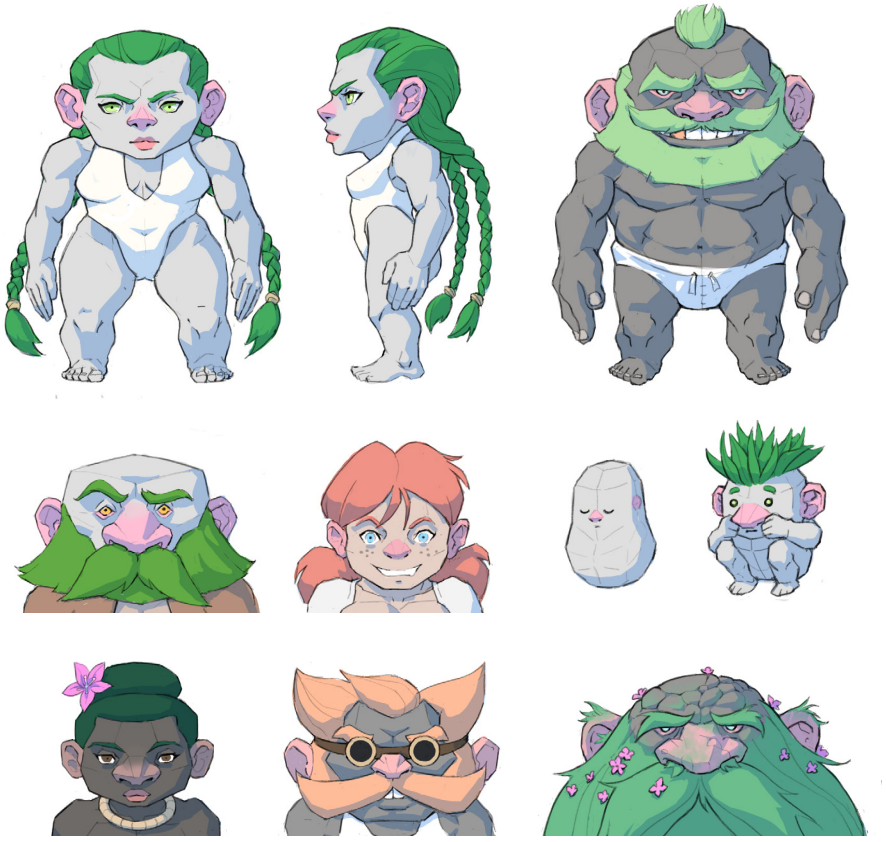
If your PC dies, and the body has not been completely obliterated, your GM might allow your spore to pop out of the corpse so you can continue to participate in the adventure.

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DWARF

The dwarves have always toiled, always fought. Through every era and every cataclysm, the stone folk have zealously upheld the Creator's final edict: 'Keep the place tidy.' The Buried Kingdom is both home and duty.



SPECIES OVERVIEW

Physiology: Dwarves are squat with a bulky, durable frame. They are stone made flesh and, while now biological organisms, they possess hard-wearing skin, chiselled features and mossy hair.

Demeanor: Warmth and camaraderie do not come easy to the Dwarf. They are often compared to the stone walls they build; you feel safer when one's around, but they don't do conversation.

Outlook: 'Rock-hearted' Dwarves have cold, but fair-minded, philosophies:

- You're only worth what you can create, claim, or protect.
- Hard work avoids hard luck.
- Don't value things you can't touch.
- Stick your neck out, lose your head.
- Tradition is the law, the legacy of smarter folk.

History: Dwarves are among the few species that have always existed on Outer World, formed to assist the Creator with the construction of Promise. They now toil in Old Iron, a portion of the Buried Kingdom gifted to them as reward for all their hard work.

Adventurers: The average stonekin has difficulty fitting in anywhere the sky can be seen, but dwarven misfits have found a happy, or at least lucrative, place in the strange world above.

Dwarves are best when put to work! They won't stop until the job is done, and they are more than comfortable in the dark ruins and caverns.

Typical Names: Dwarves' no-nonsense first names are kept to a single syllable. Family names celebrate precious metals, rocks, or facial hair.

Examples: Grum Granite, Nish Coppo, Pa Beardsley, Zey Mustachio, Thud Diamond.

ABILITIES

SPECIES SIZE

You stand neatly between the largest and smallest of Outer World folk.

- You are a Medium Species (→ p106).

INNATE ABILITIES

You start with two Abilities.

UNDER DWELLER

You thrive in the dark, but struggle to cope with the sunlight.

- You can see in the dark, and do not need to rely on a Torch (→ p175).
- You are immune to the Obscured Battlefield Condition (→ p251) if caused by darkness.
- You have a Snag while doing anything in bright light, unless your eyes are shaded in some way.

STURDY

A strong back makes you a strong worker.

- You gain 2 Base Inventory Slots.
- You are immune to the Overburdened Ailment (→ p270).

MATURATIVE ABILITY

Available for selection at Rank 6, or higher, instead of an Advanced Calling Ability.

STONE SONG

Humming a fragment of the Creator's tune transforms the ground beneath you.

- From a distance of 20 ft, you can command unworked stone or clay-like earth to form simple structures such as ramps, walls, or bridges.
- You must be able to touch the material you are commanding with your hand and be able to sing.
- During a Fight, or other time-sensitive situation, the Ability requires the use of your Action and has a range of 1 Battlefield Area.

⚠ Stone Song can only be used once every 24 hours.

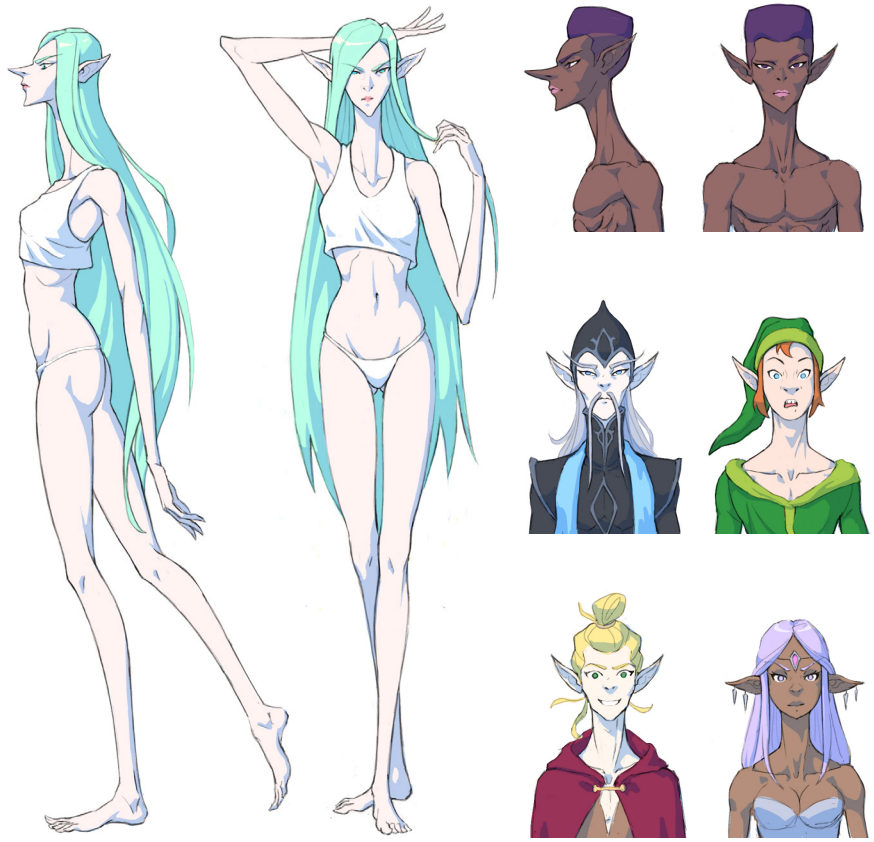
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ELF

Elves are the physical prison of primordial and unknowable beings known as the Unshaped. They are now forced to walk the world they once treated as their playground. Their unearthly grace is both admired and mistrusted.



SPECIES OVERVIEW

Physiology: Elves are tall, slender beings. They move with a fluidity and poise that is mesmerizing yet unnatural.

Demeanor: Being ageless fosters extreme personality traits. Whether they are morose, flippant or simply eccentric, Elves are not terribly invested in the present.

Outlook: Elves are not natural parents, preferring to dump their offspring on the doorsteps of other folk, rather than involve themselves in the unrewarding and relentless business of child rearing.

As a result, the original Elven wisdom was diluted over the aeons as newer generations were influenced by the attitudes of those who raised them.

- Be true to yourself, bend not to the will of others.
- If it is worth doing, do it splendidly.
- Reverence and scorn are currencies of equal measure.
- Drudgery is best handled by the dull.
- Patience will wear down the most steadfast opposition.

History: Elves were once beings known as the Unshaped. They bent reality to their whim and made toys of mortal man. Ripped from their endless dreams during the 1st Cataclysm, they were forced to take physical form. Now known as the Elves, they wander the Outer World in search of purpose or pleasure.

Adventurers: Elves periodically get wanderlust. When they tire of their current life, they seek out another.

Elves are able to exert an uncommon amount of control over their own reality and this can often benefit those who travel with them.

Typical Names: Elves eschew naming conventions entirely, going with whatever sounds good to them at the time. They usually choose a new name every few hundred years or so.

Examples: Stardust Silversword, FuSuYi, Le'lan Da'zir, Elrodae, Robert.

ABILITIES

SPECIES SIZE

While taller than most humans, you are more delicately constructed.

- You are a Medium Species (→ p106).

INNATE ABILITIES

Elves start with two Abilities.

AGELESS

While no longer truly immortal, you are not subject to the ravages of time.

- You never age beyond your physical prime, and are immune to effects that force aging.

IMMORTAL EGO

While your dreams can no longer affect the reality of others, your disillusions can prevent certain physical or psychological conditions from affecting you, simply because you don't think they should.

- You are immune to an Ailment (→ 268) of your choice, with the exception of Overburdened.

MATURATIVE ABILITY

Available for selection at Rank 6, or higher, instead of an Advanced Calling Ability.

TWILIGHT FLUX

Those elves that recall being Unshaped are able to restore a small part of the lost balance between the Invincible Bright and Profound Darkness.

- You can shift your Allegiance Points (→ p206) between Bright and Dark at will, which affects how creatures and relics interact with you.
- During a Fight, you need to use your Action to use this Ability.

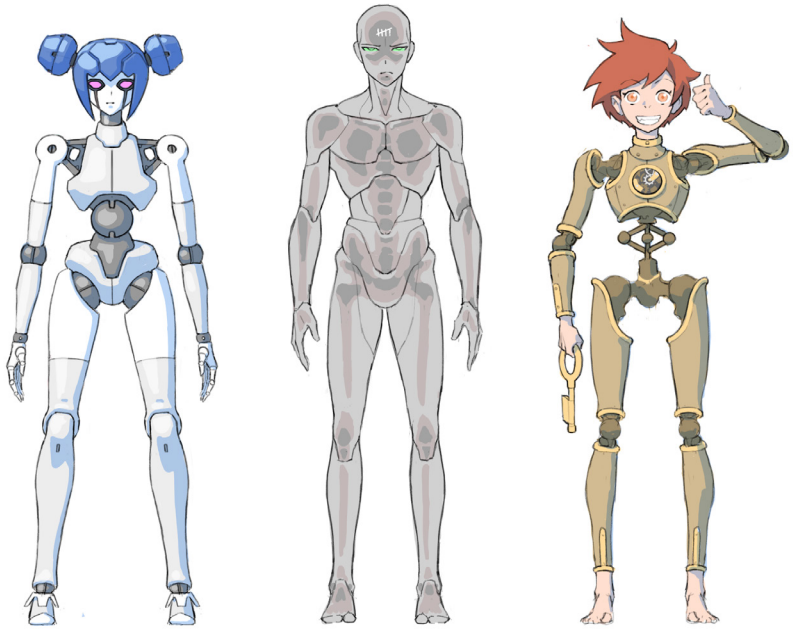
⚠ Gifts (→ p206) are awarded based on your underlying Allegiance, accrued through Ability selection, not by any shifts of Allegiance.

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Species Abilities

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BIO-MECHANOID

Bio-Mechanoids awoke from their digital coma to a world unrecognizable to the one they left behind. Without a clear recollection of their past purpose, their existence becomes a search for meaning.



SPECIES OVERVIEW

Physiology: Bio-Mechanoids range from functional, non-threatening types to creepy, doll-like marionettes; no two Bio-Mechanoid is ever exactly the same.

Demeanor: Polite, but inescapably odd. Their personality settings usually grant them enough charm to be seen as mildly eccentric rather than cold or inhuman.

Outlook: Bio-Mechanoids develop protocols to make sense of the world:

- Machine and man are kindred.
- Fulfilling your purpose is contentment, but choosing your purpose is joy.
- Turn but one mind from darkness, and your existence is validated.
- All experience is data.
- Our teachings are our legacy.

History: The Three Empires began creating Bio-Mechanoids in the Third Aeon. Unlike the Drones before them, Bio-Mechanoids were created specifically to integrate into society.

The events of the 3rd Cataclysm left most of them inert for many centuries, and many still lie dormant to this day.

Adventurers: Most Bio-Mechanoids integrate back peacefully into society, but a few seek higher purpose.

Bio-Mechanoids can function in environments that organics can't, so it's always useful to have a synthetic about.

Typical Names: Nicknames are often derived from their model number.

Examples: K3vin, Third, 10/10, Mark Five.

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ABILITIES

SPECIES SIZE

You're constructed to adhere to standard humanoid dimensions.

- You are a Medium Species (→ p106).

INNATE ABILITIES

You start with two Abilities.

NOT OF FLESH AND BLOOD

You have a synthetic body. You do not eat or breathe and need maintenance rather than rest to heal.

- You can suffer different effects when you roll on the Injury Table (→ p260), and must be healed with Bio-Mechanical Treatment (→ p262).
- For better or worse, you are immune to things that target organic life. For example, neither healing potions or poisons affect you.
- You do not need to eat, and are immune to Starvation (→ p271).
- You must go offline periodically to recharge. This is the mechanical equivalent of sleep. If missed or skipped you suffer Fatigue (→ p269).

PERSONAL ANALYTICS

You heads-up display affords a greater perceptive range than organic beings.

- If you focus, you can detect the general distance and direction of:
  - Any living creatures.
  - Sources of great energy, such as imbued items, powerful undead, or other mechanoids.
- Your scan has a 50ft range.
- During a Fight, this Ability requires the use of your Action.

MATURATIVE ABILITY

Available for selection at Rank 6, or higher, instead of an Advanced Calling Ability.

BIT STREAM

You are able to communicate with other machines. You emit quick, variable tones that are unintelligble to everyone save the other machines in the area.

- You can talk to any Techno-Relic, Magitech Item, Other World Device, or other simple machine within earshot.
- You can issue simple commands to objects or drones. For example 'Deactivate' or 'Detonate'.
- If there is someone already operating the device, executing the command requires an Aura Contest with the operator.
- Your command must be something the device can immediately carry out and complete in 2 Turns.
- A machine cannot be asked to perform a task that requires the skill of an operator. For example, a magi-rifle can be asked to open fire, but cannot aim at a target without additional assistance.
- This Ability grants no special control over other self-aware machines, such as an advanced Artificial Intelligence, Drones, or other Bio-Mechanoids.
- Bit Stream communication is unintelligible to organic folk.

CREATING A CHARACTER
CALLING
SPECIES
HOMELAND & HISTORY
TRAITS
QUIRK
FINISHING DETAILS
GEAR
CHARACTER RANK

Quick Start
Human (Native)
Human (Dimensional Stray)
Chib
Tenebrate
Rai-Neko
Promethean
Gruun
Goblin
Dwarf
Elf
Bio-Mechanoid
Species Abilities

SPECIES ABILITIES

Your Species will affect your physical and mental capabilities. There are two types of Species Abilities:

Species Size: Your physical size affects your Aptitudes, Defense Rating, Inventory Slots, and your Combat Gear Allowance.

Supernatural Abilities: These grant you exceptional levels of performance.

SPECIES SIZE

Playable Species come in three sizes.

SMALL SPECIES

Small Species are between 2-4 feet tall.

Aptitude & Defense Modifiers

- +1 Deftness, because of your low center of gravity.
- -1 Might, because you have less mass to throw around.
- +1 Defense Rating, because you are a small target.

Base Inventory Slots

- You have 8 Inventory Slots (→ p151).
- When carried, you take up 6 Inventory Slots plus any Inventory Slots you have filled with gear.

Combat Gear Allowance

- Mighty and Arc Melee Weapons are restricted (→ p153).
- Medium, Heavy, and Superheavy Armor are restricted (→ p163).
- Large Shields are restricted (→ p169).

Other Factors

- You gain an Edge on rolls that involve hiding or remaining unseen, for example Stealth rolls.
- You can squeeze into spaces larger species cannot.
- You can ride larger Pets (→ p187).

MEDIUM SPECIES

Medium Species are between 4-7 feet tall. Most of Outer World's folk are Medium.

Base Inventory Slots

- You have 10 Inventory Slot (→ p151).
- When carried, you take up 8 Inventory Slots plus any Inventory Slots you have filled with gear.

Combat Gear Allowance

- You have no restrictions.

LARGE SPECIES

Large Species are between 7-10 feet tall or are extraordinarily bulky.

Aptitude & Defense Modifiers

- +1 Might, because of your extended leverage and musculature.
- -1 Defense Rating, because you are a large target.

Base Inventory Slots

- You have 12 Inventory Slots (→ p151).
- When carried, you take up 10 Inventory Slots plus any Inventory Slots you have filled with gear.

Combat Gear Allowance

- You can use Mighty and Arc Weapons in a single hand without penalty, so you can use a shield too!
- Concealed and Small Mechanical Missile Weapons are restricted (→ p158).

Other Factors

- Armor and Outfits cost 50% more than the value displayed on the Gear List (→ p446).
- You can reach higher than most other species.



Make size matter. It can be easy to forget about Species Size during play, but try to emphasize the different experiences that the smaller, or larger, folk notice. For example, small folk may see what's lurking under the table while the taller folk might see what's hidden on top of the tall cupboard.

SUPERNATURAL ABILITIES

To regular folk, your performance seems almost supernatural.

SUPERNATURAL LEAPING

You are able to clear great distances in a single bound.

- During a Fight, you can leap up to 2 Battlefield Areas away and still take your Action.
- Leaping allows you to reach elevated locations beyond normal reach. For example, jumping up to strike an airborne foe or to gain access to a distant ledge. Your GM will decide what's possible.
- If you can control your descent, you avoid Falling Injury (→ p267) when landing from great heights.

SUPERNATURAL MIGHT

You are able to perform incredible feats of strength and can match the power of creatures much larger than yourself.

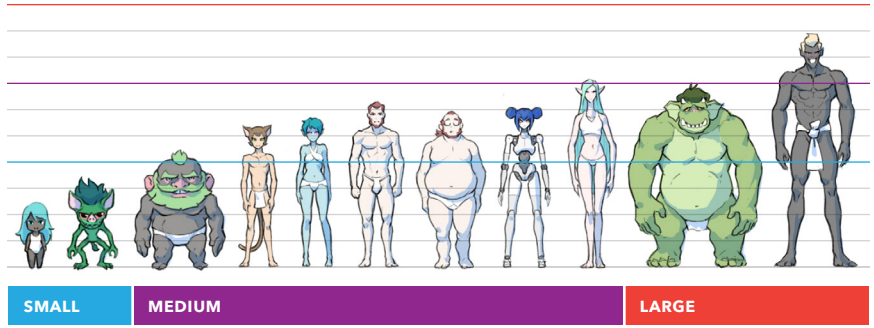
- You have an Edge on all rolls involving your Might Aptitude, or your GM may decide you automatically succeed in certain situations.
- Your strength allows you to attempt feats not possible by weaker folk, such as holding up the roof of a collapsing structure. Your GM will decide what's possible.
- You can enter into Might Contests with Massive Species (→ p424).
- During a Fight, you can throw other PCs up to 1 Battlefield Area away, or hurl heavy objects as Thrown Weapons that do 2 Hearts of Damage instead of the usual 1.

SUPERNATURAL WILL

Your spirit is unbreakable.

- You are immune to the Dispirited (→ p269) and Terrified (→ p271) Ailments.
- You can never be made to act against your will. You are immune to any Ability or other influencing power that attempts to do so.

SPECIES SIZE COMPARISON



1
CREATING A CHARACTER
CALLING
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HOMELAND & HISTORY
TRAITS
QUIRK
FINISHING DETAILS
GEAR
CHARACTER RANK
Quick Start
Human (Native)
Human (Dimensional Stray)
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Goblin
Dwarf
Elf
Bio-Mechanoid
Species Abilities

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STEP 3 · HOMELAND & HISTORY

Your Homeland is the place where you grew up, and your History is the life you led prior to becoming an adventurer.



ABOUT YOUR HOMELAND & HISTORY

Homeland determines your…

Bonus language: A form of regional communication you are fluent in.

History: Describes what you did before your adventures and determines:

- **Purviews:** Useful areas of knowledge earned from past experience.
- **Starting Gear:** Belongings you've decided to take on your travels.

Step 3 instructions

1. Choose or roll on the Homeland Table.
2. Add Low Speech to your Character Sheet and a Bonus Language of your choice, from the ones available in your Homeland.
3. Choose or roll on the History Table related to your Homeland. Add your History's Purviews and any 2 items from its selection of Starting Gear to your Character Sheet.

⚠ If you are a Human (Dimensional Stray), add Other Wording as your Bonus Language, and use the Other World History Table (→ p126).

PURVIEWS

Purviews represent areas of expertise you have developed over the years. They are a combination of instinct, skill and general know-how. You find things related to your Purviews easier to accomplish. For example, haggling in a market or understanding the importance of friends.

- Anytime you make a Check or Contest that falls under one of your Purviews you can ask your GM for a Minor Bonus (+2) to your roll.
- Your GM will decide whether your Purview is applicable to the roll.



Allow your players some creative leeway when attempting to apply their Purviews, but don't let them stretch feasibility too far.

STARTING GEAR

On your travels, you can bring along a few things from home: your favorite snacks or perhaps your small but vicious pet.

- Once you have determined your History, you can pick any two items from the listed Starting Gear.

LANGUAGES

Despite having a universally understood common tongue, each geographic region favors their own forms of communication.

- You understand Low Speech.
- You know another Bonus Language specific to your Homeland.

Low Speech: Woven into reality by the Akenians, Low Speech forces itself into the minds of all Outer World inhabitants. A useful but crude tongue.

High Akenian: This lost language is from a ruined empire, now only used for deciphering ancient tomes and runes. Its flowery prose is beloved by linguists.

Dark Tongue: Spoken by the Asura, the Undead, and the curious. Its seductive whispering makes even the most horrible suggestions sound tempting.

Dream Call: Perhaps the first language, perhaps not. Haunting and poetic, it's used by the strange and Unshaped.

Fade Song: This melodious tongue has an sonorous syntax which transforms the simplest sentence into a wondrous tale.

Gleysian Code: The fallen Technocracy of Gley used this efficient, functional language. Today it's used to decode Techo-Relic instruction manuals.

Bright Speech: The chosen tongue of the Deva and servants of Bright. A powerful, bombastic language that makes every sentence sound like a decree.

Hoshi-Ban: This odd, speedy chatter was brought to Outer World by the Rai-Neko.

Under Warble: Under Warble is a constantly evolving tongue with many branching dialects. Spoken in the Buried Kingdoms.

Creator's Script: These odd glyphs are found only in documents left behind by The Creator. An ancient enchantment prevents it from being spoken aloud.

Other Wording: The alien, monotonous jibberings spoken by Other Worlders.



All languages, except the Creator's Script, have non-verbal forms that employ gesture or movement.

HOMELAND TABLE

Choose or roll your Homeland

1-5 Wistful Dark (→ p110)

A land cloaked in shadow. A melancholic place filled with secrets and hope.

Bonus Language (Pick 1)
- High Akenian.
- Dark Tongue.
- Dream Call.

6-10 Twilight Meridian (→ p114)

A land consumed by a tumultuous sea. A place of trade and rich culture.

Bonus Language (Pick 1)
- Dark Tongue.
- Fade Song.
- Gleysian Code.

11-15 Blazing Garden (→ p118)

A hot, lush place filled with glittering cities, grand ruins and titanic beasts.

Bonus Language (Pick 1)
- Bright Speech.
- Hoshi-Ban.
- Fade Song.

16-20 Buried Kingdoms (→ p122)

An underground war zone that is both sprawling and claustrophobic.

Bonus Language (Pick 1)
- High Akenian.
- Under Warble.
- Creator's Script.

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WISTFUL DARK HISTORIES

A land cloaked in shadow. A melancholic place filled with secrets and hope.



ⓘ More (→ p304)

WISTFUL DARK HISTORY TABLE

Choose or roll your History

Outcasts

1-2	**Forsaken Wanderer**	(→ p110)
3-4	**Blight Raider**	(→ p110)
5-6	**Shadow Lands Nomad**	(→ p111)
7-8	**Murk Dweller**	(→ p111)

Commoners

9-10	**Nightwall Yeoman**	(→ p111)
11-12	**Starlight Farmer**	(→ p111)
13-14	**Guild Agent**	(→ p112)
15-16	**Town Guard**	(→ p112)

Elite

17	**Celebrated Artist**	(→ p112)
18	**Magia University Graduate**	(→ p112)
19	**Knight Errant**	(→ p113)
20	**Shard State Patrician**	(→ p113)

FORSAKEN WANDERER



You are an orphaned vagabond and have spent most of your life crawling in the darkness. This is where you developed your survival strategies.

Purviews
- Staying unseen and unheard.
- Bending so you don't break.
- Succeeding in desperate times.

Starting Gear (Pick 2)
- Master Weapon, *forgotten sword* (→ p153).
- Tattered Outfit, *rags* (→ p172).
- Compass, *cracked but functional* (→ p174).
- Star Gem, *hope in the dark* (→ p180).

BLIGHT RAIDER

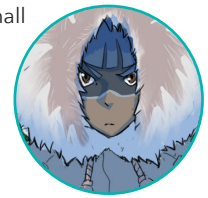


You were a bandit in the Mana Blight, ruthlessly taking what you needed, and perhaps a bit more. You've left that life behind, but the poisoned land has hardened your soul.

Purviews
- Swift and ruthless action.
- Getting out of tricky situations.
- Taking what isn't yours.

Starting Gear (Pick 2)
- Arc Weapon, *bandit spear* (→ p153).
- Light Armor, *bandit leathers* (→ p163).
- Rebreather, *raider's maw.* (→ p173).
- Grenades x2, *fireberries* (→ p178).

SHADOW LANDS NOMAD

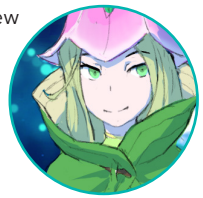


You lived among a small troupe, wandering from place to place to avoid demons and scrounge for food. It was a hard life, but you were not alone, and you valued that.

Purviews
- Sticking together at all costs.
- Caring for those important to you.
- Pulling your weight.

Starting Gear (Pick 2)
- Extreme Weather Outfit: Cold, *wanderer's cloak* (→ p172).
- Backpack, *nomad's pack* (→ p173).
- Lantern & Oil Units x2, *a guiding light* (→ p175).
- Hardy Rations x5, *journey loaf* (→ p177).

MURK DWELLER



You were one of the few shaped inhabitants of the Murk, and spent your time quietly living among strange and belligerent creatures. You are not easily phased.

Purviews
- Dealing with the odd and arcane.
- A working knowledge of magic.
- Keeping calm in odd situations.

Starting Gear (Pick 2)
- Quick Weapon, *grass blade* (→ p153).
- Appealing Outfit, *petal pixie clothes* (→ p172).
- Booster Cakes x2, *moon drop candy* (→ p177).
- Solvent x2 Units, *ash elm sap* (→ p178).

NIGHTWALL YEOMAN



Your lived on the edge of a Star Shard's glow. From there, you observed the Shadowed Lands and learned to defend yourself from what emerged from the dark.

Purviews
- Spotting what hides in the darkness.
- Staying focused, even while rushing.
- Finding a weak point.

Starting Gear (Pick 2)
- Drawn Weapon & 10 Arrows, *yeoman's bow* (→ p158).
- Light Armor, *cuirass* (→ p163).
- Traveller's Bag, *sling pack* (→ p173).
- Companion: Growlhund, *a trusty friend* (→ p188).

STARLIGHT FARMER



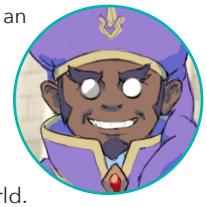
You toiled in the fields that flourished in the light of the Star Shards, harvesting food for yourself and the wealthier residents of the realm.

Purviews
- Sorting the good soil from the bad.
- Persevering when you ought to.
- Empathy for all living creatures.

Starting Gear (Pick 2)
- Treat x10, *mama's cookies* (→ p177).
- Trade Goods, *star plums* (→ p179).
- Rural Goods, *your family's best shovel* (→ p179).
- Pudge Grub, *blue ribbon winner* (→ p189).

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GUILD AGENT



Raised and trained as an artisan, shopkeeper, or tavern worker, you are well versed in the hustle and bustle of Shard's cities. You joined the regional guild to travel the world.

Purviews

- Making and spotting a good deal.
- Working at a brisk pace.
- Keeping others satisfied.

Starting Gear (Pick 2)

- Artisan's Outfit, *apron* (→ p172).
- Kingdom Map, *Shard trade route guide* (→ p174).
- Packbeast, Shaggy Bumpo, *a stubborn thing* (→ p193).
- Follower: Scamp, *assistant* (→ p185).

CELEBRATED ARTIST



You are a dabbler in several mediums, but talent was not enough to guarantee your success. You've also mastered the art of shameless self-promotion.

Purviews

- Creative Expression!
- Making yourself seen and heard.
- Appreciating the artistic or symbolic.

Starting Gear (Pick 2)

- Concealed Weapon, *ornamental dagger* (→ p152).
- Appealing Outfit, *fine robes* (→ p173).
- Urban Goods, *stylus & parchment* (→ p179).
- Luxury Item, *starlight lyre* (→ p179).

TOWN GUARD



You've worked for the local constabulary. The job was a taxing one: chasing down miscreants, fending off stray monsters, and interrogating any suspicious travellers.

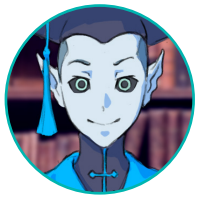
Purviews

- Seeing the truth of a situation.
- Throwing your weight around.
- Powering through obstacles.

Starting Gear (Pick 2)

- Medium Armor, *city guard's uniform* (→ p163).
- Large Shield, *riot bulwark* (→ p169).
- Authoritative Outfit, *captain's hat & sash* (→ p173).
- Lantern, *night watch's companion* (→ p175).

MAGIA UNIVERSITY GRADUATE



You are an academic, studying one of the University of Magia's numerous programs. It's been demanding so you've decided to take a gap year.

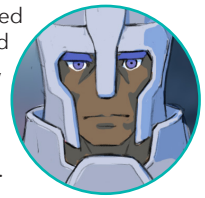
Purviews

- Research and close study.
- Pushing yourself to stay focused.
- Recalling useful facts and trivia.

Starting Gear (Pick 2)

- Traveller's Bag, *satchel* (→ p173).
- Master's Tome, *on a subject of your choice!* (→ p176).
- Translation Journal, *Bright Speech* (→ p176).
- Booster Cakes x2: Insight, *cram cookies* (→ p177).

KNIGHT ERRANT



You have been knighted as the result of a grand and noteworthy deed, but now you have strayed from your order to go on quests that you deem worthy.

Purviews

- Forthright communication.
- Knowledge of vanquished evils.
- Finding your courage.

Starting Gear (Pick 2)

- Medium Armor, *questing plate* (→ p163).
- Standard Shield, *heraldic heater* (→ p169).
- Holy Icon, *sacred chain* (→ p180).
- Mount, *Mokko-Do* (→ p191).

SHARD STATE PATRICIAN



You were born into one of Shard's noble families. Your privileged life is a prison of duty and expectation. You seek adventure and are in search of some much needed excitement.

Purviews

- Demanding the proper respect.
- Knowledge of political practice.
- Stubborn, competitive pride.

Starting Gear (Pick 2)

- Small Mechanical Weapon & Bolts x10, *hand crossbow* (→ p158).
- Medium Armor, *traveller's mail* (→ p163).
- Appealing Outfit, *fine attire* (→ p173).
- Follower: Custrel, *dedicated butler or maid* (→ p186).

OUTER WORLD SCRIPTS

HIGH AKENIAN



DREAM CALL

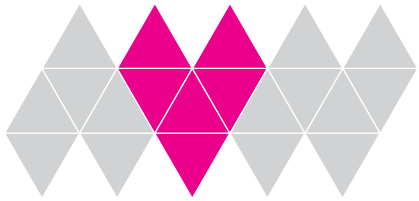


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Wistful Dark
Twilight Meridian
Blazing Gardens
Buried Kingdoms
Other World

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TWILIGHT MERIDIAN HISTORIES

A land consumed by a tumultuous sea. A place of trade and rich culture.



ⓘ More (→ p306)

TWILIGHT MERIDIAN HISTORY TABLE

Choose or roll your History

Outcasts

1-2	**Disgraced Scion**	(→ p114)
3-4	**Shadow Sea Pirate**	(→ p114)
5-6	**Orphaned Shinobi**	(→ p115)
7-8	**Oldtech Junker**	(→ p115)

Commoners

9-10	**Twilight Silk Tailor**	(→ p115)
11-12	**Medicine Peddler**	(→ p115)
13-14	**Shining Sea Fisherman**	(→ p116)
15-16	**Portian University Graduate**	(→ p116)

Elite

17	**Merchant Scion**	(→ p116)
18	**Holy Isle Samurai**	(→ p116)
19	**Archive Researcher**	(→ p117)
20	**Black Glove Cavalier**	(→ p117)

DISGRACED SCION



You were the heir to a premier merchant family, but your family's fortune was lost or you were disowned. Now you survive on nothing but your bitter memories.

Purviews

- Cunning trickery and deceit.
- Desperate and dramatic escape.
- Damaging rumors and cruel gossip.

Starting Gear (Pick 2)

- Concealed Weapon, *tarnished knife* (→ p152).
- Tattered Outfit, *once-fine coat* (→ p172).
- Regional Map, *Twilight Meridian* (→ p174).
- Luxury Item, *old party mask* (→ p179).

SHADOW SEA PIRATE



Hailing from the strange isle of Night Haven, you robbed the rich merchants navigating the Shadow Sea. A series of misfortunes has left you without a ship or crew.

Purviews

- Keeping your head above water.
- Navigating the unfamiliar.
- Daring to be foolish.

Starting Gear (Pick 2)

- Quick Weapon, *cutlass* (→ p153).
- Compass, *ship's memento* (→ p174).
- Grenades x2, *deck busters* (→ p178).
- Rural Goods, *rope 30 ft* (→ p179).

ORPHANED SHINOBI



The Ninja Clans of the Seven Holy Isles are ruthless and secretive. You were betrayed and your clan was eliminated by the Shogun's forces. You are the sole survivor.

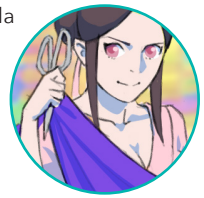
Purviews

- Remaining unnoticed.
- Old and strange secrets.
- Paranoid awareness.

Starting Gear (Pick 2)

- Thrown Weapon x10, *your last shuriken* (→ p158).
- Costume, *colorful fop* (→ p172).
- Dungeoneer's Kit, *dragon tooth picks* (→ p176).
- Adventuring Gear, *climbing claws* (→ p179).

TWILIGHT SILK TAILOR



The Galvanus Peninsula is well known for it's enchanted silks, and you used to weave it. You were surprised to find your skills were transferable to a life of adventure.

Purviews

- Understanding patterns.
- Extremely delicate handiwork.
- An eye for color.

Starting Gear (Pick 2)

- Concealed Weapon with Utility Ability, *scissor knife* (→ p152+160).
- Trade Goods x2 Units, *twilight silk* (→ p179).
- Artisan's Outfit, *tailor's apron* (→ p172).
- Urban Goods, *silk measuring tape* (→ p179).

OLDTECH JUNKER



Your love of Oldtech has matured into practical knowledge. The salvage yards of Stahlfeld are your playground. Where others see trash, you see treasure.

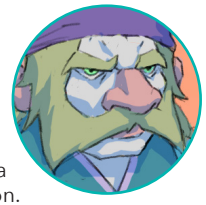
Purviews

- Picking your way through a mess.
- Side-stepping catastrophe.
- Tinkering and tooling about.

Starting Gear (Pick 2)

- Small Mechanical Missile Weapon, *old machine pistol* (→ p158).
- Light Armor, *padded duster* (→ p163).
- Lumi-Slime Lantern, *slime included* (→ p175).
- Scanner, *Gleysian model* (→ p181).

MEDICINE PEDDLER



You were a student of medicine on the Holy Isle. You travelled from place to place peddling remedies. Sales were slow and adventuring seemed a more lucrative vocation.

Purviews

- Practical herbology.
- Treating all kinds of wounds.
- Getting attention discreetly,

Starting Gear (Pick 2)

- Appealing Outfit, *kimono* (→ p173).
- Traveller's Bag, *medicine case* (→ p173).
- Basic Potion x2, *teacher's recipe* (→ p177).
- Arcane Powder x2 Units (→ p290).

CREATING A CHARACTER
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TRAITS
QUIRK
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GEAR
CHARACTER RANK

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Twilight Meridian
Blazing Gardens
Buried Kingdoms
Other World

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SHINING SEA FISHERMAN



You were raised in one of the many coastal villages of the Twilight Meridian. Here you were taught to read the oceans and reap their plentiful bounty.

Purviews

- Even-headed patience.
- Knowing when the tide is turning.
- Using the right bait for the job.

Starting Gear (Pick 2)

- Arc Weapon, *trident* (→ p153).
- Hardy Rations x5, *bubbler fish jerky* (→ p177).
- Rural Goods, *fishing rod* (→ p179).
- Coracle (→ p197).

PORTIAN UNIVERSITY GRADUATE



The famed school of the Galvanus Peninsula has a focused and demanding curriculum. Many students resort to cheating due to the competitive ethos.

Purviews

- Rushing at the last possible minute.
- Practical know-how.
- Working just enough.

Starting Gear (Pick 2)

- Backpack, *book bag* (→ p173).
- Beginner's Tome: Economics & Trade, *classmate's notes* (→ p176).
- Booster Cakes x2: Insight, *mental muffins* (→ p177).
- Urban Goods, *quill & ink* (→ p179).

MERCHANT SCION



You were born to one of the Galvanus Peninsula's aristocratic families, enjoying a life of plenty. You have the means to seek opportunity in far off places.

Purviews

- Getting the deal you want.
- Levelling a critical eye.
- Remaining unfazed.

Starting Gear (Pick 2)

- Quick Weapon, *ornate kalis* (→ p153).
- Appealing Outfit, *fashionable baro* (→ p173).
- Pouch & 50 Coins, *family stipend* (→ p173).
- Oddity, *oldtech pocket watch* (→ p179).

HOLY ISLE SAMURAI



As a member of the ruling class, you were expected to be a custodian of society. Your kind are elite warriors, diplomats, and philosophers.

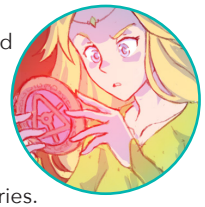
Purviews

- Maintaining proper etiquette.
- Judging merit in another.
- Respecting ritual and tradition.

Starting Gear (Pick 2)

- Master Weapon, *katana* (→ p153).
- Light Armor, *tatami cuirass* (→ p163).
- Authoritative Outfit, *dark kamishimo* (→ p173).
- Luxury Item, *calligraphy set* (→ p179).

ARCHIVE RESEARCHER



You were trained, and are currently employed by, Stahlfeld's Helical Archive. You are a field agent sent to find and return ancient technology to the Archive's laboratories.

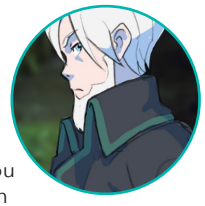
Purviews

- Investigation and analysis.
- Spotting the unusual.
- A working knowledge of ancient tech.

Starting Gear (Pick 2)

- Large Mechanical Missile Weapon & Ammo x5, *machine rifle* (→ 158).
- Traveller's Bag, *field satchel* (→ p173).
- Lantern, Oil/Fuel Units x2, *guide light* (→ p175).
- Paw Post Membership, *Helical Archive account* (→ p202).

BLACK GLOVE CAVALIER



You are an aspiring member of Night Haven's Black Glove order, an aristocratic organization dedicated to the Profound Darkness. You have had dealings with dark creatures and powers.

Purviews

- All matters concerning the Profound Darkness.
- Knowing things you shouldn't.
- Deeply unsettling mannerisms.

Starting Gear (Pick 2)

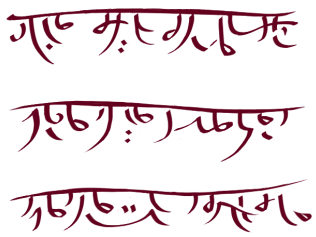
- Lash Weapon, *duelist's chain* (→ p153).
- Medium Armor, *plated coat* (→ p163).
- Holy Icon, *darkfire circlet* (→ p180).
- Shadow Stone, *your precious* (→ p180).

OUTER WORLD SCRIPTS

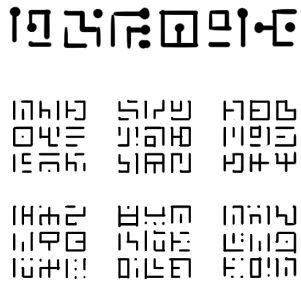
FADE SONG



DARK TONGUE



GLEYSIAN CODE



CREATING A CHARACTER
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BLAZING GARDEN HISTORIES

A hot, lush place filled with glittering cities, grand ruins and titanic beasts.



ⓘ More (→ p308)

BLAZING GARDEN HISTORY TABLE

Choose or roll your History

Outcasts

- **1-2** **Kinless Vagrant** (→ p118)
- **3-4** **Monster Slayer** (→ p118)
- **5-6** **Street Rat** (→ p119)
- **7-8** **Thunda Clan Barbarian** (→ p119)

Commoners

- **9-10** **Beast Handler** (→ p119)
- **11-12** **Village Runner** (→ p119)
- **13-14** **Jubilant Performer** (→ p120)
- **15-16** **City Scrivener** (→ p120)

Elite

- **17** **Emissary of Sol** (→ p120)
- **18** **Wrym Blooded** (→ p120)
- **19** **Hinterland Noble** (→ p121)
- **20** **Startech Adept** (→ p121)

KINLESS VAGRANT



You are from the continent of Taaga, but you have no home there. Exiled or orphaned from family and purpose, your existence is a hard and ruthless one.

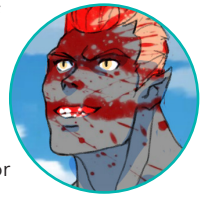
Purviews

- Finding what you need to survive.
- Moving with quiet certainty.
- Efficient analysis of a situation.

Starting Gear (Pick 2)

- Arc Weapon, *old spear* (→ p153).
- Extreme Weather Outfit: Hot, *prickle poncho* (→ p172).
- Oil/Fuel Units x10, *iron eater's blood* (→ p178).
- Pet: Purr, *feral but loyal* (→ p190).

MONSTER SLAYER



The gigantic beasts of your homeland leave a wake of destruction behind them. You've sworn to stop them. When you're ready, you will return to honor your oath.

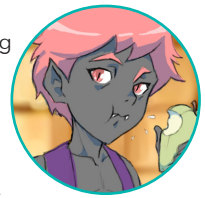
Purviews

- The lore of beasts.
- Staying a step ahead of danger.
- Finding a weak point.

Starting Gear (Pick 2)

- Mighty Weapon, *slayer axe* (→ p153).
- Medium Armor, *beast hide* (→ p163).
- Beginner's Tome: Colossal Creatures, *Crow's Guide* (→ p176).
- Rural Goods, *rope 30 ft* (→ p179).

STREET RAT



You've survived in the gutters of the glittering city, taking your chances and evading the law. Maybe bigger and better opportunities await outside the city's walls.

Purviews

- Keeping quiet and staying hidden.
- Death-defying acrobatics.
- Chicanery and general mischief.

Starting Gear (Pick 2)

- Gem x1, *not exactly yours* (→ p151).
- Concealed Weapon, *trusty knife* (→ p152).
- Solvent Units x2, *largzard spittle* (→ p178).
- Adventuring Gear, *grappling hook* (→ p179).

THUNDA CLAN BARBARIAN



Named after the deadly desert they call home, the Clan are a diverse group of nomads who'll accept anyone who pulls their weight. They've been your family up until now.

Purviews

- Getting on with odd individuals.
- Enduring the harshest conditions.
- Making yourself heard.

Starting Gear (Pick 2)

- Master Weapon, *your mother's axe* (→ p153).
- Light Armor, *breastplate* (→ p163).
- Traveller's Bag, *animal skin sack* (→ p173).
- Oddity, *old telescope* (→ p179).

BEAST HANDLER



You grew up on a ranch or farm, where you trained and domesticated large creatures. To succeed you had to become just as stubborn as the beasts you reared.

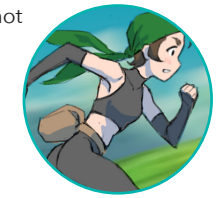
Purviews

- Handling things larger than you.
- Keeping track of a large group.
- Wearing down opposition.

Starting Gear (Pick 2)

- Hardy Rations x10, *monster feed* (→ p177).
- Rural Item, *wool shears* (→ p179).
- Rural Item, *rancher bell* (→ p179).
- Pack Beast: Stubbly Bumpo, *sturdy but flatulent* (→ p193).

VILLAGE RUNNER



Smaller villages cannot afford the magical communication systems of prosperous cities. They depend on runners like you to relay messages.

Purviews

- Pacing yourself to go the distance.
- Noticing the small things that may trip you up.
- Remembering the important stuff.

Starting Gear (Pick 2)

- Thrown Missile Weapon x10, *skipping stones* (→ p158).
- Backpack, *courier's pack* (→ p173).
- Basic Potion x2, *sunberry mixture* (→ p177).
- Rural Goods, *gourd canteen* (→ p179).

1
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JUBILANT PERFORMER



You used to dance, sing, or play an instrument for the wealthy inhabitants of a busy city. You tire of the current culture and yearn to discover the forgotten songs.

Purviews

- Ballads both ancient and new.
- Keeping everyone smiling.
- Putting on a good show.

Starting Gear (Pick 2)

- Lash Weapon, *ribbon blade* (→ p153).
- Light Armor, *leathers* (→ p163).
- Appealing Outfit, *dancer's costume* (→ p173).
- Luxury Item, *musical instrument* (→ p179).

CITY SCRIVENER



Big cities need official records, and you kept the books for a respected philosopher, general, or treasurer. You've left the post, but haven't forgotten the importance of note-taking.

Purviews

- Absorbing a torrent of information.
- Making precise notes and sketches.
- Remembering important details.

Starting Gear (Pick 2)

- Authoritative Outfit, *scribe's uniform* (→ p173).
- Translation Guide: Fadesong (→ p176).
- Urban Goods, *pad & pen* (→ p179).
- Follower: Scamp, *assistant page* (→ p185).

EMISSARY OF SOL



You preach the enlightened thinking of the revered masters of the Sol Alliance. You've now been given the duty to spread these teachings across the Outer World.

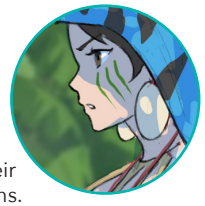
Purviews

- The lore of the Invincible Bright.
- Grandiose speaking and mannerisms.
- Recognizing and chastising the duplicitous and unrighteous.

Starting Gear (Pick 2)

- Light Armor, *plated vestments* (→ p163).
- Holy Icon, *sol medallion* (→ p180).
- Follower: Custrel, *acolyte attendant* (→ p186).
- Vial of Bright Water x3 (→ p290).

WYRM BLOODED



You are one of Taaga's Lost Dragon Chosen, born on an auspicious date. Your kin met all your needs and the ritual marks on your face remind you of their hopes and expectations.

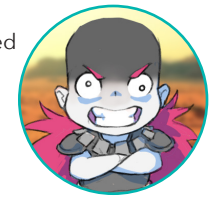
Purviews

- Bearing the weight of responsibility.
- Noting and understanding hierarchies of all kinds.
- Respecting rituals and tradition.

Starting Gear (Pick 2)

- Gem x1, *a parting gift* (→ 151).
- Arc Weapon, *wing spear* (→ p153).
- Medium Armor, *largzard hide* (→ p163).
- Compass, *destiny charm* (→ p174).

HINTERLAND NOBLE



No-Folk's Land is a contested area, dotted with petty warring settlements. As a child of this fringe nobility, you learned from the ruthless example of despots.

Purviews

- Radiating quiet menace.
- Rough but efficient leadership.
- Being athletic when necessary.

Starting Gear (Pick 2)

- Drawn Weapon & Arrows x10, *hunting bow* (→ p158).
- Authoritative Outfit, *emblematic clothing* (→ p173).
- Compass, *a keepsake from your tutor* (→ p174).
- Riding Mount: Jumbug (→ p191).

STARTECH ADEPT



Nyanko is the legacy of the Rai-Neko and the technologies they bought to Outer World. You are among the chosen expected to study and maintain these aging devices.

Purviews

- Working with any technology.
- Analysis and troubleshooting.
- Providing a reason for anything.

Starting Gear (Pick 2)

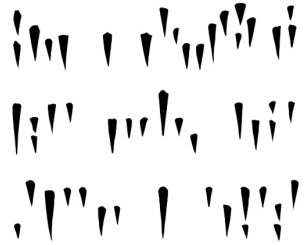
- Large Mechanical Missile Weapon & Ammo x5, *Rai-Neko rifle* (→ p158).
- Artisan's Outfit, *adept's coat* (→ p172).
- Scanner, *startech monitor* (→ p181).
- Small Spell Engine, *startech battery* (→ p181).

OUTER WORLD SCRIPTS

BRIGHT SPEECH



HOSHI-BAN



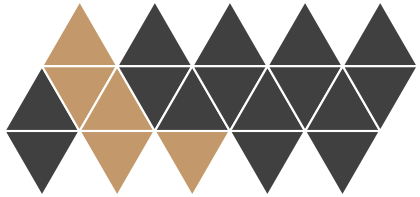
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BURIED KINGDOM HISTORIES

An underground warzone that is both sprawling and claustrophobic.



ⓘ More (→ p310)

BURIED KINGDOM HISTORY TABLE

Choose or roll your History

Outcasts

- **1-2** **Tunnel Crawler** (→ p122)
- **3-4** **Ruin Scavenger** (→ p122)
- **5-6** **War Deserter** (→ p123)
- **7-8** **Moss Scraper** (→ p123)

Commoners

- **9-10** **Underland Soldier** (→ p123)
- **11-12** **Honored Laborer** (→ p123)
- **13-14** **Forge Hand** (→ p124)
- **15-16** **Field Sapper** (→ p124)

Elite

- **17** **Record Etcher** (→ p124)
- **18** **Comrade Agitator** (→ p124)
- **19** **Resolute Overseer** (→ p125)
- **20** **Apprentice Thinker** (→ p125)

TUNNEL CRAWLER



You have wandered alone in the dark corridors and dank caves of the Buried Kingdoms for some time. The unusual habits you've developed can unsettle regular folk.

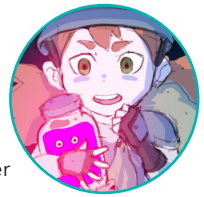
Purviews

- Feeling your way through darkness.
- Surviving with what's available.
- Empathy with oddness.

Starting Gear (Pick 2)

- Concealed Weapon, *improvised shiv* (→ p152).
- Tattered Outfit, *dusty rags* (→ p172).
- Bomb x1, *unexploded mine* (→ p178).
- Star Gem, *hope in the dark* (→ p180).

RUIN SCAVENGER



The sunken cities and abandoned fortresses of the Underland are filled with valuable treasure. Valuable enough that you've risked your life in order to claim it.

Purviews

- Things left over from aeons past.
- Moving through cramped areas.
- Noticing traps and other dangers.

Starting Gear (Pick 2)

- Light Armor, *crawling pads* (→ p163).
- Standard Shield, *old soldier's bulwark* (→ p169).
- Traveller's Bag, *a big sack* (→ p173).
- Lumi-Slime Lantern, *you called your slime Hue-bert* (→ p175).

WAR DESERTER



You once fought in the war between New Ore and Old Iron, but you've lost faith in the cause. You felt risking your life was more wisely gambled on personal gain.

Purviews

- Departing without notice.
- Picking away to reveal a weakness.
- Knowing when it's time to go.

Starting Gear (Pick 2)

- Mighty Weapon, *rusty war maul* (→ p153).
- Medium Armor, *assault mail* (→ p163).
- Tattered Outfit, *old uniform* (→ p172).
- Flame Grenades x2, *tunnel clearers* (→ p178).

UNDERLAND SOLIDER



You fought in the esteemed ranks of the Old Iron Guard, or the admired Liberation Army of New Ore, enduring the propaganda and danger that came with it.

Purviews

- Rank and file conduct.
- Keeping your gear maintained.
- Staring down the enemy.

Starting Gear (Pick 2)

- Large Mechanical Missile Weapon & Ammo x5, *underland rifle* (→ p158).
- Light Armor, *infantry armor* (→ p163).
- Authoritative Outfit, *Old Iron or New Ore military uniform* (→ p173).
- Basic Potion x2, *jolt juice* (→ p177).

MOSS SCRAPER



While not particularly hospitable, the Sea of Sludge coastline is relatively peaceful. You grew up among the resilient folk who carved out a simple existence there.

Purviews

- Making even the repugnant palatable.
- Rationing what you need.
- Keeping quiet and unnoticed .

Starting Gear (Pick 2)

- Extreme Weather Outfit: Cold, *worm skin cloak* (→ p172).
- Rebreather Mask, *creeper shell mask* (→ p173).
- Hardy Rations x10, *shrooms* (→ p177).
- Oddity, *scraping knife* (→ p179).

HONORED LABORER



You were employed in one of New Ore's communes digging tunnels, repairing railways, or maintaining war machines, whatever was needed.

Purviews

- Performing back-breaking labor.
- Knowing the right tool for the job.
- Keeping everyone going no matter how grim it gets.

Starting Gear (Pick 2)

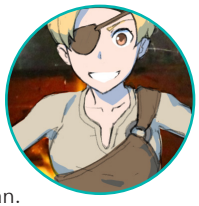
- Black-out Goggles, *New Ore issue* (→ p173).
- Lantern & Oil/Fuel Unit x1, *ring-handle lantern* (→ p175).
- Common Rural Item, *mattock* (→ p179).
- Pet: *Skree, leather wing* (→ p190).

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FORGE HAND



Of the crafters of Old Iron, none are more honored than those who work with the very metal the nation is named after. You were an apprentice to such a master craftsman.

Purviews

- Digging in and finishing your task.
- Metal-working tools and weaponry.
- Proper procedure and safety.

Starting Gear (Pick 2)

- Standard Weapon with Utility Ability, *forge hammer* (→ p152+160).
- Light Armor, *protective gear* (→ p163).
- Standard Shield, *your latest project* (→ p169).
- Artisan's Outfit, *smith's apron* (→ p172).

RECORD ETCHER



The history of Old Iron is not kept on the delicate paper of the surface world! You etched important information onto iron sheets to ensure it for future generations.

Purviews

- Keeping track of every little thing.
- Making good on a grudge.
- A steady, steady hand.

Starting Gear (Pick 2)

- Traveller's Bag, courier *bag* (→ p173).
- Precise Dabber & Solvent x1 Unit, *etching tools* (→ p178).
- Oddity, *multi-lens magnification goggles* (→ p179).
- Oddity, *metal etching sheet* (→ p179).

FIELD SAPPER



War in the Buried Kingdoms is often fought between mechanized infantry in fortified tunnels. Your job was to undermine the enemy's gun emplacements, or thwart the advance of their death machines.

Purviews

- The workings of war machines.
- Getting behind enemy lines.
- Spotting a structural weakness.

Starting Gear (Pick 2)

- Small Mechanical Missile Weapon *crank pistol* (→ p158).
- Backpack, *rucksack* (→ p173).
- Bomb x1, *demolitions kit* (→ p178).
- Common Rural Item, *spade* (→ p179).

COMRADE AGITATOR



When the citizens of New Ore strayed from their daily duties it was your job to loudly remind them of the collective goals. When called for you'd exploit their guilt, fears, or anger.

Purviews

- Working the crowd.
- Making anything sound bad.
- Reading the mood of the masses.

Starting Gear (Pick 2)

- Light Armor, *Strategically placed metal plates* (→ p163).
- Appealing Outfit, *New Ore counter-fashion* (→ p173).
- Basic Potion x2, *jolt juice* (→ p177).
- Grenades x2, *havoc crackers* (→ p178).

RESOLUTE OVERSEER



The nation of Old Iron is built on a foundation of hard graft. You were an overseer, an almost religious figure, called on to 'encourage' flagging spirits or believers.

Purviews

- Finding the nail that needs to be hammered down.
- A stern, intimidating glare.
- Identifying the most useful member of a group.

Starting Gear (Pick 2)

- Lash Weapon, *spur cord* (→ p153).
- Medium Armor, *big pauldrons* (→ p163).
- Authoritative Outfit, *robes* (→ p173).
- Holy Icon, *Creator's glyph* (→ p180).

APPRENTICE THINKER



Your unorthodox thoughts were recognized by one of the Thinkers of New Ore, who took you in as a student. You learned radical new ideas, and ways to make them sound useful.

Purviews

- Making words sound profound.
- Convoluted, but useful, planning.
- Rude and incessant interruption.

Starting Gear (Pick 2)

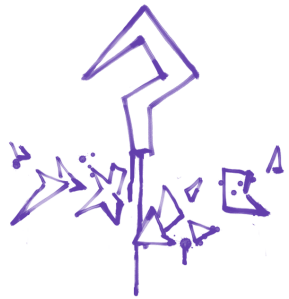
- Concealed Weapon, *dagger* (→ p152).
- Blackout Goggles, *for research trips to the surface* (→ p173).
- Beginner's Tome: Buried Kingdom History (→ p176).
- Booster Cakes x2: Insight, *clever candies* (→ p177).

OUTER WORLD SCRIPTS

UNDER WARBLE, FORMAL OLD IRON



UNDER WARBLE, NEW ORE SLANG



CREATOR'S SCRIPT







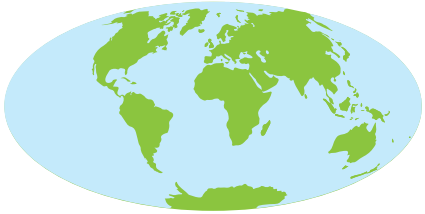
CREATING A CHARACTER
CALLING
SPECIES
HOMELAND & HISTORY
TRAITS
QUIRK
FINISHING DETAILS
GEAR
CHARACTER RANK

Wistful Dark
Twilight Meridian
Blazing Gardens
Buried Kingdoms
Other World

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OTHER WORLD HISTORIES

This dull place is populated by inhabitants that seem to live uneventful and routine lives. Outer World scholars find it fascinating nonetheless.



ⓘ More (→ p313)

OTHER WORLD HISTORY

Choose or roll your History

Outcasts

- **1-2** **Transient** (→ p126)

Commoners

- **3-4** **NEET** (→ p126)
- **5-6** **Retail/Service** (→ p127)
- **7-8** **Blue Collar** (→ p127)
- **9-10** **White Collar** (→ p127)
- **11-12** **Domestic** (→ p127)
- **13-14** **Military/Law Enforcement** (→ p128)
- **15-16** **Education, Faculty** (→ p128)
- **17-19** **Education, Student** (→ p128)

Elite

- **20** **Idle Rich** (→ p128)

TRANSIENT



You never really stayed in once place for long. This strange new world doesn't feel much like home, but then again the old one didn't either. Nothin' new, huh?

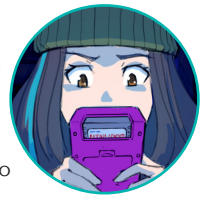
Purviews

- Scrounging for what you need.
- Enduring harsh conditions.
- Communicating in code.

Starting Gear (Pick 2):

- Tattered Outfit, *no shoes and a ripped trench coat* (→ p172).
- Backpack, *trusty kit bag* (→ p173).
- Treat x5, *candy from a child* (→ p177).
- Pet: Growl, *brave mongrel*. (→ p188).

NEET



Not in Education, Employment, or Training. You're young and have your whole life ahead of you, you just aren't sure what you're supposed to do with it yet…

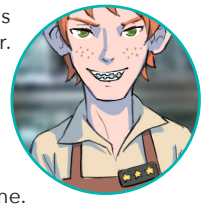
Purviews

- Trivia related to important persona.
- Finding the path of least resistance.
- Sharp, cynical judgement.

Starting Gear (Pick 2)

- Beginner's Tome: Adventure Sites, *Akenia Adventure!! guide* (→ p176).
- Basic *Potion* x2, *energy drinks* (→ p177).
- Holy Icon, *collectible plush* (→ p180).
- Other World Pocket Device, *Game Gal Advance* (→ p182).

RETAIL/SERVICE



You used to wait tables or work a cash register. The new place is filled with some pretty odd characters, but it's nothing compared to the strange types you had to serve back home.

Purviews

- Dealing with the unreasonable.
- Keeping calm when in a rush.
- Remembering the particulars.

Starting Gear (Pick 2)

- Artisan's Outfit, *sales apron* (→ p172).
- Rations x10, *box of nuggets* (→ p177).
- Urban Goods, *company branded pad & pen* (→ p179).
- Other World Pocket Device, *smart phone* (→ p182).

BLUE COLLAR



You worked with your hands, doing jobs that were often unappreciated back home. Your strong work ethic and practical nature will stand you in good stead here.

Purviews

- Putting your back into it.
- Knowing your limits and pacing yourself.
- Seeing through pretension.

Starting Gear (Pick 2)

- Mighty Weapon with Utility Ability, *sledgehammer* (→ p153+160).
- Light Armor, *hard hat & protective overalls* (→ p163).
- Traveller's Bag, *tool belt* (→ p173).
- Basic Potion x2, *coffee flask* (→ p177).

WHITE COLLAR



Up until recently, your days were spent behind a desk. You worked a comfy, if a little dull, 9-5 routine and day-dreamed about taking more risks…

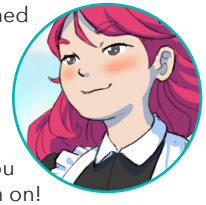
Purviews

- Keeping a deadline.
- Effective multi-tasking.
- Saying just about anything while retaining a polite tone.

Starting Gear (Pick 2)

- Authoritative Outfit, *suit & tie* (→ p173).
- Treat x2 & Hardy Rations x2, *packed lunch* (→ p177).
- Oddity, *red stapler* (→ p179).
- Other World Pocket Device, *synth tablet* (→ p182).

DOMESTIC



You cooked and cleaned as a servant, chef, or stay-at-home spouse. But now, without warning, you've been transported to this strange new world. You think you left the oven on!

Purviews

- Noticing something out of place.
- Making others comfortable.
- Working with edible things.

Starting Gear (Pick 2)

- Standard Weapon with Utility Ability, *iron frying pan* (→ p152+160).
- Traveller's Bag, *cute tote* (→ p173).
- Beginner's Tome: Outer World Legends, *children's book* (→ p176).
- Treats x10, *perfect cookies* (→ p177).

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MILITARY/LAW ENFORCEMENT



Unlike most Other Worlders, you are armed and trained for combat. Yet nothing could have prepared you for the strange critters you're up against here.

Purviews

- Quick but rigorous investigation.
- Practical athletics.
- Reading a situation.

Starting Gear (Pick 2)

- Light Armor, *anti-stab vest* (→ p163).
- Authoritative Outfit, *uniform* (→ p173).
- Grenades x2, *frags* (→ p179).
- Other World Side Arm & Ammo x10, *trusty shooter* (→ p182).

EDUCATION (FACULTY)



Wait a minute, you're the teacher... isn't it supposed to be the kids who end up on a silly mystical adventure!? Still, it beats grading papers.

Purviews

- Explaining complicated ideas.
- Critical assessment against criteria.
- Managing stress.

Starting Gear (Pick 2)

- Backpack, *teacher's satchel* (→ p173).
- Urban Goods, *pack of chalk* (→ p179).
- Oddity, *hand puppet for educational use* (→ p179).
- Oddity, *three-hole puncher* (→ p179).

EDUCATION (STUDENT)



This is the sort of thing that happens in lazy fantasy fiction. How are you going to get to class now? Still, it's less stressful than preparing for those end of semester papers.

Purviews

- Rushing at the very last minute.
- Dedication to learning.
- Expressing yourself loudly.

Starting Gear (Pick 2)

- Master Weapon, aluminium *baseball bat* (→ p153).
- Backpack, *book bag* (→ p173).
- Appealing Outfit, *school uniform* (→ p173).
- Other World Pocket Device, *smart phone with charm* (→ p182).

IDLE RICH



Thanks to wealthy parents, or inheritance, you've led a luxurious lifestyle and had everything handed to you on a silver plate. So much for that.

Purviews

- Keeping all eyes on you.
- Maintaining an air of superiority, deserved or not.
- Getting what you want.

Starting Gear (Pick 2)

- Gem x1, *assorted bling* (→ p151).
- Appealing Outfit, *strong look* (→ p173).
- Blackout Goggles, *shades* (→ p173).
- Other World Pocket Device, *Pear Pad DX* (→ p182).



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STEP 4 · TRAITS

Your Traits describe your mental and physical strengths and weaknesses. Are you strong but clumsy, or puny but perceptive?



ABOUT YOUR TRAITS

Your Traits modify your base Aptitudes as set by your Calling. Your Traits make you more or less capable than other PCs of the same Calling and Rank.

There are two types of Trait:

Positive Traits: These boost your Aptitudes above your Calling's base level.

Negative Traits: These reduce your Aptitudes below your Calling's base level.



Don't get hung up on the Traits you think you should have. A mighty warrior is fun but a perceptive barbarian can be just as effective.



You could think about how you'd like to describe your character, then choose Traits that seem appropriate. For example, 'Nimble, clever, but cowardly' would translate as +1 Deftness, +1 Insight, -1 Grit.

Step 4 Instructions

1. Choose or roll on the Positive Trait Table twice, increasing the resulting Aptitude by +1 each time.
2. Choose or roll on the Negative Trait Table once, reducing the selected Aptitude by -1.

   Note, Positive & Negative Traits will cancel each other out, and 2 Positive traits will stack to provide a +2 Aptitude bonus.

⚠ As you rise in Rank the Aptitudes adjusted by your Traits will now track permanently above, or below, the value stated for your Calling.

POSITIVE TRAIT TABLE

Choose or roll your Positive Traits (twice)

1-4	**+1 Might:** You're more powerful or brutish than others of your kind.
5-8	**+1 Deftness:** You're more nimble or elegant than others of your kind.
9-13	**+1 Grit:** You're more rugged or determined than others of your kind.
14-16	**+1 Insight:** You're more observant or sharp than others of your kind.
17-20	**+1 Aura:** You're more charming or fascinating than others of your kind.

NEGATIVE TRAIT TABLE

Choose or roll your Negative Trait (once)

1-4	**-1 Might:** You're more feeble or scrawny than others of your kind.
5-8	**-1 Deftness:** You're more clumsy or graceless than others of your kind.
9-13	**-1 Grit:** You're more gutless or delicate than others of your kind.
14-16	**-1 Insight:** You're more naive or simple than others of your kind.
17-20	**-1 Aura:** You're more loathsome or forgettable than others of your kind.

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STEP 5 · QUIRK

Your Quirk is a unique or peculiar aspect of your character. Will you have a robotic arm, be unusually resilient to magic, or have great fashion sense?



ABOUT YOUR QUIRK

Your Quirk is a unique mental or physical feature that alters your character in some way, usually providing you with a distinct set of Advantages and Disadvantages.

Step 5 Instructions

1. Choose or roll on the Quirk Table related to your Species:
   - **Bio-Mechanoid Quirk Table:** For Bio-Mechanoids.
   - **Inheritor Species Quirk Table:** For Gruuns, Chibs, Humans (both types), Prometheans, Rai-Neko, and Tenebrates.
   - **Old World Species Quirk Table:** For Dwarfs, Elves, and Goblins.
2. Go to the Quirk Table you are directed to and then choose or roll for your specific Quirk.
3. Add your Quirk to your Character Sheet, and follow any additional instructions listed in your Quirk's specific entry.



If you get the same Quirk as another PC, roll a new one! Or work with your GM to tweak it so it's not exactly the same.

INHERITOR SPECIES QUIRK TABLE

Choose or roll your Quirk (Gruun, Chib, Human, Promethean, Rai-Neko, or Tenebrate)

1-7	**Spirit Quirk** (→ p133)
8-14	**Physiology Quirk** (→ p136)
15-20	**Fate Quirk** (→ p142)

OLD WORLD SPECIES QUIRK TABLE

Choose or roll your Quirk (Dwarf, Elf, or Goblin)

1-7	**Spirit Quirk** (→ p133)
8-14	**Physiology Quirk** (→ p136)
15-20	**Eldritch Quirk** (→ p142)

BIO-MECHANOID QUIRK TABLE

Choose or roll your Quirk (Bio-Mechanoid)

1-10	**Spirit Quirk** (→ p133)
11-20	**Robotic Quirk** (→ p145)

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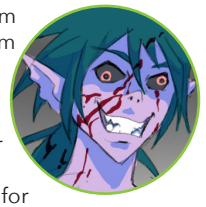
SPIRIT QUIRKS

SPIRIT QUIRK TABLE

Choose or roll Spirit Quirk

1-2	**Unhinged** (→ p133)
3-4	**Jumpy** (→ p133)
5-6	**Pedantic** (→ p133)
7-8	**Clear Intent** (→ p134)
9-10	**Boring** (→ p134)
11-12	**Curious** (→ p134)
13-14	**Always Prepared** (→ p134)
15-16	**Stylish** (→ p135)
17-18	**Miser** (→ p135)
19-20	**Soul Link** (→ p135)

UNHINGED



Inflicting grievous harm on others doesn't seem to bother you. In fact, you quite enjoy it. Perhaps it was your unaffectionate mother or a traumatic past event that is to blame for this unrelenting bloodlust.

Advantages

+ You gain +2 to your Attack Bonus. You are vigorously violent.

Disadvantages

− Your suffer a -1 to your Defense Rating. Your enthusiastic commitment to causing harm leaves you vulnerable to attack.

JUMPY



You are jittery, skittish or paranoid. This means that while you spot potential dangers sooner than most, your nervous outbursts can telegraph your approach to enemies.

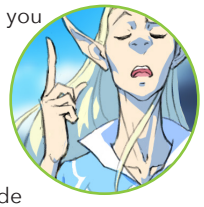
Advantages

+ Your Team gains an Edge on all Insight rolls related to checking for danger.

Disadvantages

− Your Team suffers a Snag on Deftness rolls when it is attempting an Ambush.

PEDANTIC



You are well read, and you make sure everyone knows it. While your extensive knowledge and attention to detail comes in handy, it can be grating for those around you. Woe betide anyone who fails to heed your advice, as they will suffer a healthy dose of 'I told you so'.

Advantages

+ You gain an Edge on Insight rolls when attempting to research or recall information.

Disadvantages

− You suffer a Snag on Aura rolls when trying to Negotiate or impress someone.

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Robotic Quirks

CLEAR INTENT



Despite attempts to hide it, your true intentions are always apparent because of your revealing body language and tone of voice. This is great when getting your point across, but it makes you a terrible liar.

Advantages

+ You can communicate simple, one sentence ideas or commands without the need to speak. This is helpful when you need to keep silent or are interacting with someone who doesn't speak your language.

Disadvantages

− You have a Snag when attempting to lie to someone. You are betrayed by your expressions and gestures.

BORING



You are unremarkable. You're difficult to notice and easy to forget, and while you may not be recognized for your successes, at least you avoid being defined by your failures.

Advantages

+ An Insight Check is required when someone is trying to recall if you were present at an event or situation… unless you were the only one there!

Disadvantages

− If you are placed at the scene, your actions will be attributed to another, including any positive or heroic deeds you performed.

CURIOUS



The world is a dangerous yet wondrous place and you want to see it all. Unless restrained or strenuously cautioned, you will inadvertently explore your surroundings, haphazardly poking around.

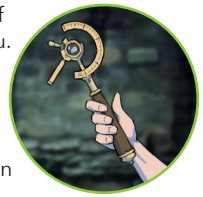
Advantages

+ Whenever entering a new room or small area, you can opt to use this Quirk to immediately discover a single hidden thing, if it exists. For example, a secret door or treasure.

Disadvantages

− Using this Quirk while exploring a room with a trap, or other triggered event, means you set it off without a chance to avoid or stop it.

ALWAYS PREPARED



You carry a plethora of unusual items with you. While everyone you travel with is pleased when you've got just the right tool to hand, your vast collection can sometimes spill out at exactly the wrong moment.

Advantages

+ Once per game Session, you may 'have' any single item you require. The item must be worth less than 45 Coins and be no larger than a single Inventory Slot.

Disadvantages

− Whenever you roll an unmodified 20 on a Deftness Check random assorted junk spills everywhere and complicates the situation. Your GM will decide exactly how!

STYLISH



Your innate sense of style and panache means you are always on the cutting edge of fashion. Whether your attire is practical or for a special occasion, you always dress to impress.

Advantages

+ You gain an Edge on Aura rolls where your appearance is a factor.

Disadvantages

− You always buy the best. You must spend at least 50% more on any clothing, armor, or other accessories… or lose your style advantage.

⚠ If you want to wear something you've been given, or found, you'll still need to spend the additional money to get it adorned, gilded, or modified to suit your demanding aesthetic requirements.

MISER



The draw of material wealth is almost overwhelming for you. Precious metals, gems, works of art, and even fine clothes; you love it all. Find it, grab it, hoard it.

Advantages

+ You are supernaturally aware of any concentration of valuables. Temptations range from a stockpile of gold to a walk-in closet filled with exquisite garments.
- The valuables must have a net worth of 5 Gems and be within 300 feet for you to detect their presence.
- You are able to sense the direction in which the valuables are located.

Disadvantages

− If you are close enough to a qualifying treasure horde, you must make an Aura Check to resist the urge to find and plunder from it.

SOUL LINK



You are able to connect your heart and mind with another. However, when not linked to another, your supernatural empathy crowds your mind with a cacophony of ambient emotions.

Advantages

+ You may choose a single, willing person to Link with.
- You must be close enough to touch someone in order to establish a Link with them.
- Once Linked, you can share thoughts and feelings with each other no matter how much distance comes between you.
- You may terminate, or switch, who you are Linked to at any time.

Disadvantages

− When not Linked to another, all Checks and Contest rolls suffer a Minor Penalty (+2). Your receptive mind is distracted by the stream of others' thoughts.

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PHYSIOLOGY QUIRKS

PHYSIOLOGY QUIRK TABLE

Choose or roll your Physiology Quirk

- **1-2** **Girthsome** (→ p136)
- **3-4** **Nearsighted** (→ p136)
- **5-6** **Adorable** (→ p136)
- **7-8** **Dark Demeanor** (→ p137)
- **9-10** **Angelic Countenance** (→ p137)
- **11-12** **Big Eater** (→ p137)
- **13-14** **Waifish** (→ p137)
- **15-16** **Magitech Graft** (→ p138)
- **17-18** **Winged** (→ p138)
- **19-20** **Grasping Tresses** (→ p138)

GIRTHSOME



You're a robust specimen: muscular, fat, or bulky in some way. Your ample body can soak up more punishment than most, but it also slows you down.

Advantages

+ You gain +1 to your Hearts Total.
+ You gain +1 to your Grit.

Disadvantages

− Your Speed Rating is reduced by a single step.

NEARSIGHTED



Years of staring at old books in dim light has strained your eyes. As a result you are extremely well read but now you require a pair of spectacles to see properly.

- You start with a pair of spectacles, these do not take up one of your Inventory Slots.

Advantages

+ You gain +1 to your Insight.
+ You gain 2 additional Bonus Languages of your choice (→ p109).

Disadvantages

− Without your glasses you suffer a Snag on all rolls that are dependent on sight.

ADORABLE



You are childlike, cute, or otherwise innocent looking. This makes you incredibly disarming and easy to agree with, but also considerably less threatening.

Advantages

+ You gain an Edge on Aura rolls when attempting to charm, or convince others of your relative harmlessness.

Disadvantages

− You incur a Snag on Aura rolls when attempting to intimidate or impress.

DARK DEMEANOR



You carry yourself in a way that suggests nefarious intent, even if you don't harbor such thoughts. You have shifty looking eyes and probably dress in black.

Advantages

+ At first glance, wicked creatures will presume you are a potential ally.

Disadvantages

− Conversely, those favoring law and order will distrust you, and are quick to blame you for ill deeds.

⚠ Your demeanor will be dispelled if others witness you perform good deeds or others provide substantial evidence of your true nature.

ANGELIC COUNTENANCE



A guileless smile and soothing voice project an aura of heavenly innocence. Your saintly air persists even when you harbor ill intent.

Advantages

+ At first glance, benevolent individuals will assume you are trustworthy and pass you over for blame. They are also willing to accept your more believable lies.

Disadvantages

− Villainous types will assume you're out to get them. Maybe they should get rid of you before you cause any trouble for them.

⚠ The effect is negated if you are witnessed acting contrary to your angelic appearance.

BIG EATER



A fast metabolism, or a lifetime of plenty, has increased your appetite exponentially. While your grocery bill is high, your love of eating invigorates you.

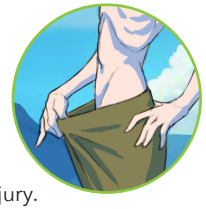
Advantages

- During a Fight you can use your Action to inhale a day's worth of Rations to restore 1 lost Heart.

Disadvantages

− You need to eat double the amount of required Rations for each day spent on a Journey (→ p222).

WAIFISH



You are lean, scrawny, or otherwise lacking in substance. While this has made you extremely light on your feet it has, unfortunately, also made you prone to injury.

Advantages

+ Your Speed Rating is increased by a single step.
+ You gain +1 to your Deftness.

Disadvantages

+ Your suffer -1 to your Hearts Total.

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MAGITECH GRAFT



Severe injury usually results in hardship for survivors, but you have been fitted with a Prosthetic Replacement. Once commonplace in the 3rd Aeon, these magitech grafts are now extremely rare… lucky you!

Choose or roll your Robotic Quirk

1-7 Utility Servo (→ p145)
Replaces your left or right arm.

8-15 Sproing Sprockets (→ p145)
Replaces your lower legs.

16-20 Nox-Vision (→ p147)
Replaces your eyes.

⚠ Any Injuries to your graft will not heal naturally and will require Bio-Mechanoid Treatment .

Disadvantages

− You suffer -1 to your Hearts Total. You have pneumatized bones.

− You suffer -1 to your Grit Aptitude. Carrying wings is tiresome.

⚠ If you receive an Injury that targets your arms, you can choose to have it affect your wings instead.

⚠ You can't benefit from your wings if:

- They are Injured or Restrained.
- You are Overburdened.
- You are wearing Heavy or Superheavy Armor.

WINGED



You have large, feathered wings. While you cannot soar, you can glide or get extra lift when you jump. Some think you may be the spawn of a Deva, others the target of a wizard's practical joke.

Advantages

✚ You gain Supernatural Leaping (→ p107).

✚ You can glide safely down to earth from great heights without risk.

✚ If falling, or knocked from the sky, you can avoid an Impact Injury with a successful Deftness Check to slow your descent.

GRASPING TRESSES



Your hair is extremely long and writhes like a living creature. Your prehensile locks mostly cooperate with you, but occasionally exhibit a will of their own.

Advantages

✚ Your hair may act as an additional set of arms that can grab, manipulate, and attack.

During a Fight your hair can:

- Hold on to things to create an advantage. For example, holding a lamp in addition to your sword and shield or clinging to a ledge while you fire your bow.
- Be used to perform Actions and Attacks instead, not as well as, your arms. Your hair can perform any task your regular arms could.

Disadvantages

− You have a Snag on any Deftness rolls involving the use of your legs.

⚠ You can cut your hair, but it grows back within minutes, in a restless and irritable mood.

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FATE QUIRKS

FATE QUIRK TABLE

Choose or roll your Fate Quirk

1-2 Survivor (→ p139)

3-4 Mage Breaker (→ p139)

5-6 Young (→ p139)

7-8 Past Injury (→ p140)

9-10 Weary (→ p140)

11-12 Destined (→ p140)

13-14 Dread Orator (→ p140)

15-16 Beast Tongue (→ p141)

17-18 Guardian (→ p141)

19-20 Crowned (→ p141)

SURVIVOR



You've suffered many trials and ordeals in the past and lived to tell the tale. You know the punishment your body can take and no longer fear physical injury as much as you should, knowing you'll be able to bounce back in no time.

Advantages

✚ You heal 2 Injuries, instead of the usual 1, when you choose to Heal an Injury during Downtime.

Disadvantages

− You suffer a Snag on all Deftness rolls related to avoiding injury. Why get out of harm's way when you mend so quickly?

MAGE BREAKER



Every fibre of your soul seems to lash out and reject the magical or supernatural. This is great when shielding you from curses, but less desirable when negating blessings.

Advantages

✚ Any magical Ability directed at you is nullified if you make an Aura Check, or win an Aura Contest if you're targeted by a spellcaster.

Disadvantages

− You might nullify all magic that targets you, even those intended to help you and your own spells!

− Magical Artifacts you attempt to use might also be nullified.

⚠ This ability does not stop you from using your own magic on others.

⚠ Persistent magic effects or Artifact Abilities resume once you leave the area of effect.

YOUNG



You are significantly younger than the average adventurer, barely in your teens. You've not had your growth spurt yet, but that's not gonna stop you!

- If you are a Medium or Large Species your size is reduced by one step.
- If you are a Small Species you gain the Adorable Quirk (→ p136).

⚠ Should you survive to adulthood, the Quirk is removed.

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PAST INJURY



A traumatic incident has left you with a distinctive gash on your chest, a missing eye, or similar indelible scar. This nagging injury reminds you to be cautious.

Advantages

+ You gain +1 to your Defense Rating due to your caution.

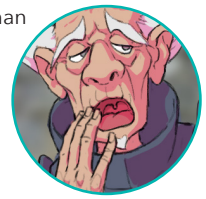
⚠ This benefit is lost if you aren't aware of the Attack.

Disadvantages

− You suffer -1 to an Aptitude related to an injury of your choice. For example, a leg wound might reduce your Deftness.

⚠ If your Injury is removed, your Quirk is also removed.

WEARY



You are much older than your peers, or simply worn down thanks to years of struggle or hardship. While no longer in your physical prime, your experience is useful.

Advantages

+ Choose **one** of the following:
- **A scarred soul:** You gain +1 to your Attack Bonus.

  You also possess a trusty weapon. This weapon can be of any Type, except for Combination or Imbued.
- **Walker of two paths:** You choose, or roll, for an additional History from your Homeland (→ p109).

Disadvantages

− Your suffer -1 Might and -1 Grit.

DESTINED



You are the plaything of whimsical cosmic forces. Sometimes these forces intervene to help you, other times they seek to hinder.

Advantages

+ You can grant yourself an Edge for any single roll once per game Session.

Disadvantages

− Your GM can give you a Snag for a single roll once per game Session, but cannot use it to counter a roll you've already chosen to grant an Edge to.

DREAD ORATOR



You're not sure exactly how you discovered this talent, but you have the ability to question the recently dead. Sometimes their spirits have something to say.

Advantages

+ Once per day you can place your hand on a corpse that's less than a day old, and ask it two questions which it will answer truthfully.

Disadvantages

− If you fail an Aura Check the spirit of the corpse remains with you for a week and a day. During this period, it speaks to you in your sleep and you suffer the effects of Fatigue (→ p269). However, the spirit may continue to impart useful information to you during its protracted stay.

BEAST TONGUE



You've been able to speak with animals since you were small. Though wild creatures tends to be a bit simple minded, they can be a useful source of information.

Advantages

− You can talk with one of the following creature categories; bird, mammal, reptile, insect, or aquatic.
- Animals give simple responses and do not understand complicated concepts or vocabulary.

Disadvantages

− You cannot be unduly cruel to animals, or eat animal flesh of any kind. Doing so will remove the Quirk.

⚠ The Ability can be regained by completing a task designated to you by the ruler of the offended animal's kingdom.

GUARDIAN



You are an overly protective type and must defend another. It could be someone you've grown up with or a random person you've latched on to. Regardless, your devotion is unequivocal.

- You must choose a member of your Team to be your ward, a character of whom you've become overly protective of.

Advantages

+ You can sense when your ward is in any kind of mortal peril.
- You know what direction to go in order to find them, regardless of how much distance separates you.

Disadvantages

− You are incapable of abandoning your ward while they are alive.
- If your ward is in desperate danger then you must seek them out or you will be so worried that you will not be able to sleep and suffer Fatigue (→ p269).

⚠ If this character dies, your Quirk becomes inactive.

You may reactivate this Quirk by choosing another character with whom you have Social Bond (→ p279) with to become your ward.

CROWNED



As a child you assisted a kindly Fairy, who bestowed upon you a grand title. While this prestige is entirely unrecognized among conventional nobility, and may even invite ridicule, immortals treat you with due respect. Titles include, but are not limited to: Queen of Unfinished Songs, Prince of Grass, Our Lady of Chocolate, and Earl of Lost Buttons.

Advantages

+ Your status is honored by Asura, Devas, Unshaped, Elves, and other immortal entities. Usually this means little more than polite hospitality and invitations to private functions, but your GM can extend your influence beyond this.

Disadvantages

− Mortals aware of your 'noble' status find it hard to take you seriously. You suffer a Snag on any Aura Checks or Contests when attempting to impress, intimidate, or persuade someone who knows.

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ELDRITCH QUIRKS

ELDRITCH QUIRK TABLE

Choose or roll your Eldritch Quirk

- 1-2 **Dreamer** (→ p142)
- 3-4 **Lyrical** (→ p142)
- 5-6 **Infested** (→ p142)
- 7-8 **Peculiar Taste** (→ p143)
- 9-10 **Kin to Fire** (→ p143)
- 11-12 **Fairy Cap** (→ p143)
- 13-14 **Sneezles** (→ p144)
- 15-16 **Masked** (→ p144)
- 17-18 **Ferrous** (→ p144)
- 19-20 **Figment Follower** (→ p144)

DREAMER



Your mind is often in places that do not properly exist, thinking of things that could be, instead of what is. To you, reality seems more flexible.

Advantages

+ Once per game Session you can propose and agree with your GM an event that gets you out of a tricky predicament. For example, an unexpected rock fall that cuts off your pursuers.

Disadvantages

− In a game Session where you have invoked this Quirk your GM can have your adversaries benefit from a similar improbable event to negate an advantage you possess.

LYRICAL



You speak in rhymes or verse even when there is no reason to do so. Strangely, success is more likely when your choice of words flows smoothly, but ill fortune awaits should you stumble…

Advantages

+ When you describe your Actions in rhyme, you gain an Edge on any required rolls, but…

  You cannot repeat a rhyme you have already used and must not delay the game longer than 30 seconds when creating a rhyme.

Disadvantages

− If you cannot word your Actions in rhyme, you suffer a Snag on any required rolls.

⚠ At the start of a game Session you can opt to have a 'day off', and ignore the Quirk until you are feeling more poetic.

INFESTED



You are crawling with insects, the residue of a slain Asura, or something equally terrible. The infestation has a vested interest in your survival and employs strange methods to ensure it.

Advantages

+ When you choose to Heal an Injury during Downtime (→ p273), your 'friends' can repair a single Injury you've sustained, including the regeneration of destroyed limbs or other mutilated body parts.

Disadvantages

− You must consume twice as much food as normal to satisfy your own hunger and that of the infestation.

  When Starving, the creatures are visible beneath your skin which can be unsettling to those that notice.

PECULIAR TASTE



You have acquired, or were born with, an unusual source of nourishment. While you only need to consume a tiny portion of 'food' to survive, you'll starve just the same if you don't eat.

- You must choose an alternative source of nourishment. This could be a specific type of object, such as coins or buttons, or something organic but not normally eaten, like a hair or teeth.

Advantages

- You only need to eat a single piece of your peculiar food per day to sustain you.

Disadvantages

- You are unable to stomach Rations and other regular food, but can drink water, alcohol and potions with no ill effect.

⚠ You suffer Starvation (→ p271) if deprived of your peculiar food.

KIN TO FIRE



The spirits within the flames speak to you in whispers that no one else can hear. You can talk back, though this makes the water spirits grow jealous and spiteful.

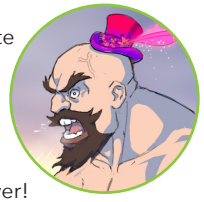
Advantages

+ You can converse with burning flame. Fires are not smart, but are observant.
+ With a successful Aura Check you can prompt flames to perform simple favors. For example, they can reluctantly dim or set fire to something within reach, but they won't do anything that risks them being extinguished.

Disadvantages

− Water is less fond of you. You can hold your breath underwater for only a quarter, rather than the usual half, of your Grit Aptitude (rounded down) before Suffocating (→ p271).
− You suffer a Snag on all rolls when attempting to swim, sail, or otherwise traverse a body of water.

FAIRY CAP



You have a wonderful little hat, but can't quite remember where you got it. Others think it looks a bit strange, but you like it just the way it is. You never want to take it off… ever!

- Most of the time your Cap sticks strangely to your head but occasionally, at your GM's discretion, you might need to make a Deftness Check to keep it in place.
- If the Cap is dislodged fate makes sure you are able to reclaim it; but it may require a little time and effort.

Advantages

+ You gain +1 to your Defense Rating when wearing your Cap. It makes the world feel a bit safer.

Disadvantages

− You lose an extra Heart when you take Damage from an Attack or other ill effect when not wearing your Cap. You feel weak and afraid without it.

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SNEEZLES



You have a non-conventional allergy that never fails to cause a brief, albeit violent sneezing fit. It's like a sort of early warning system.

- You can choose what causes your sneezing fits, it could be a type of creature or substance. Discuss and agree your allergen with your GM.

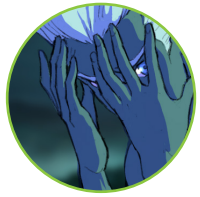
Advantages

+ If you are within a hundred and fifty feet of your chosen allergen, you sneeze loudly a few times and then abruptly stop.

Disadvantages

− The sneezing fits are alarmingly loud and will alert anyone within earshot to your presence.

MASKED



You can change your physical appearance at will. Over the years you've taken many forms. If you ever had a 'true' face, you've long forgotten it.

Advantages

+ You can alter your facial features, skin, hair, build, and sex in an instant.
- You must maintain something close to your current height and weight and cannot mimic other species.

Disadvantages

− You suffer a Snag on Checks and Contests when resisting effects that alter your body, such as the Petrification, Ballooned, or Jellyfied Ailments. Your malleable form is vulnerable to forced change.

FERROUS



Your skin has an iron-like quality, weapons clang and spark when they strike you. Your heart is just as cold and hard. You are a physical and emotional fortress.

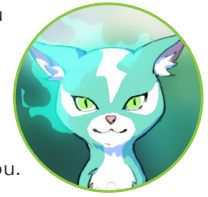
Advantages

+ Your naked Defense Rating is 14.

Disadvantages

− The Armor you can wear without penalty is limited to Light Armor.
− You suffer a Snag when attempting to do anything where excessive body mass is a limiting factor.
− Your suffer a Minor Penalty (+2) on all Aura rolls related to charm or persuasion, due to your hard heart.

FIGMENT FOLLOWER



Sometimes, when you wake up, you are accompanied by your imaginary pet. Strangely, this pet seems just as real to others as it does to you.

- You can choose any Pet (→ p188) to be your Figment Follower.
- Your Pet has an ethereal shimmer and speaks one of your languages.
- Every time you wake up you roll to see if your Pet has manifested.
- Your Pet will vanish if you sleep, fall unconscious, or die.
- Even if killed, captured, or lost, your Pet may reappear after a good sleep.

Roll to see if your Pet appears today

1-14 Pet appears in good health

15-20 No Pet, try again tomorrow

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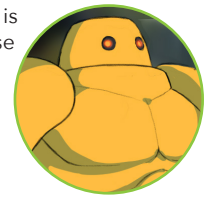
ROBOTIC QUIRKS

ROBOTIC QUIRK TABLE

Choose or roll your Robotic Quirk

1-2 **Industrial Frame** (→ p145)
3-4 **Utility Servo** (→ p145)
5-6 **Sproing Sprockets** (→ p145)
7-8 **Translator Module** (→ p146)
9-10 **Battle Scanner** (→ p146)
11-12 **Buster Arm** (→ p146)
13-14 **Mascot Chassis** (→ p146)
15-16 **Nanotech Maintenance** (→ p147)
17-18 **Bioskin** (→ p146)
19-20 **Nox-Vision** (→ p146)

INDUSTRIAL FRAME



Your robotic skeleton is made of super a dense alloy that increases your durability and strength without increasing your size. However, the extra weight does slow you.

Advantages

+ You gain +1 to your Hearts Total.
+ You gain +1 to your Might.

Disadvantages

− Your Speed Rating is reduced by a single step.
− You suffer a Snag when attempting to do anything where excessive body mass is a limiting factor.

UTILITY SERVO



Your left arm has been modified to accommodate an array of specialist tools. You've also been programmed to use them with aplomb.

- Your left arm contains a Specialist Kit (→ p176) of your choice.

Advantages

+ The Utility Servo works the same as a manual Specialist Kit, except:
  - It does not require replenishing.
  - It does not take up one of your Inventory Slots.
+ You can use the Servo without the Ability normally required, except… you must have a Crafting Discipline (→ p282) to Craft items.

Disadvantages

− You suffer a Snag on all Deftness rolls requiring fine motor skills when using your clunky Servo arm.

SPROING SOCKETS



Your thick legs house giant springs that end in large metal boots. Your incredible leaps are accompanied by a loud and distinctive 'sproing!' sound.

Advantages

+ You gain Supernatural Leaping (→ p107).

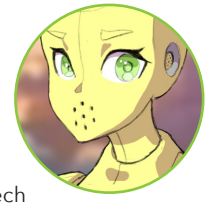
Disadvantages

− You suffer a Snag when attempting stealthy actions thanks to your noisy steps.

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TRANSLATOR MODULE



Advanced audio receptors and other forgotten linguistic technologies enable you to comprehend any spoken language. However, your mechanical speech patterns make conversations awkward.

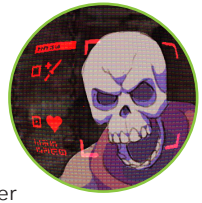
Advantages

+ You are able to understand any audible language, including those used by beasts and ones that originate from beyond Outer World.

Disadvantages

− You suffer a Snag on all Aura rolls that involve verbal communication. Your robotic syntax can be difficult to follow for native speakers.

BATTLE SCANNER



With a quick glance you can assess the potential threat of any opponent you engage with. However, you're wired for combat which makes processing other things suboptimal.

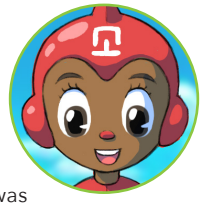
Advantages:

+ On a successful Insight Check you can ask your GM for two of the following data points about a target: Attack Bonus, Hearts Total, Defense Rating, Speed Rating, combat Abilities, tactics, or if they have any inherent weaknesses.
- During a Fight, you must use your Action to perform a scan.

Disadvantages:

− You incur a Snag on all Insight Checks that are unrelated to combat or assessing risk.

MASCOT CHASSIS



You are small and aesthetically pleasing. You were created to stand out rather than to fulfil any practical objective. You probably represented a popular brand that was prominent in Gleysian society during the 3rd Aeon.

- You are a Small Species (→ p106).
- You gain the Adorable Quirk (→ p136).

BUSTER ARM



One of your arms is equipped with a powerful, long range energy weapon. It draws its power from your internal energy reserves, so you need to be careful how much you use it.

- Your right arm has an energy canon, it is fitted in such a way that it does not inhibit your dexterity.

Advantages

+ The canon functions like a Mechanical Missile Weapon, except:
  - It does Bright Damage.
  - It does not require reloading.

Disadvantages

− You can fire the canon once per Fight without penalty, but…
- If discharged again during the same Fight, your suffer 1 Heart of Damage for every shot you take.
- If you have 0 Hearts you the weapon cannot be used, it just gives out a sad bleep.

NANOTECH MAINTENANCE



Unlike other Mechanoids, your body contains a unit of tiny mechanical cells that repair and maintain you. Unfortunately, these artificial cells won't allow you to benefit from any outside assistance.

Advantages

+ You recover from Injury in the same way as organic characters.

Disadvantages

− You cannot be conventionally repaired, with the exception of reinstating lost limbs or other replacement parts.

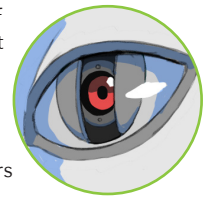
BIOSKIN



An organic shell surrounds and disguises your mechanical exoskeleton. You superficially appear like a living creature, but your thoughts are undeniably synthetic.

- You must choose which species your Bioskin replicates: Human, Tenebrate, or Elf.
- You pass for an organic creature, unless exposed to close scrutiny.
- While you can't starve, you must eat to maintain your synthetic skin and hair.
- Your Bioskin will completely decay after three days without food, revealing your metal skeleton.
- The Bioskin will grow back in three days if food is consumed regularly.

NOX-VISION



You have two types of visual sensor, one that works in daylight and another which is ideal for low light or total darkness. Switching between these sensors can take a little while.

- During a Fight, it requires the use of your Action to switch between regular vision and Nox-Mode.

Advantages

+ Nox-Mode makes you Immune to the Obscured Battlefield Condition if caused by darkness, smoke, or other visual obstruction. However, making out fine details can be difficult.

Disadvantages

− While in Nox-Mode, you are Blinded (→ p268) by regular light.

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STEP 6 · FINISHING DETAILS

Why do you adventure? What color is your hair? Do you have an annoying habit? What's your favorite snack? What do people call you?



ABOUT FINISHING DETAILS

Finishing details cover any information you want to add to further bring your adventurer to life.

Step 6 Instructions

1. Describe your PC, adding as much or as little as you desire.
2. Describe your Adventure Team with the other players (optional).
3. All characters start with 1-20 Coins (roll a d20), a Functional Outfit, and a Standard Weapon (of your choice).
4. Use your coins to buy any additional Gear you want to start the game with.

ⓘ Gear (→ p150)

DESCRIBING YOUR CHARACTER

Your Calling, Species, History, and Quirk give you the core information about your character, but you'll want to add some finer details to bring them to life.

While descriptive information will not affect the rules of the game, it can affect how you are perceived by, and how you interact with, the other inhabitants of Outer World.

The things you describe are entirely up to you. Consider the following:

- Name (you'll get called something!)
- Physical appearance (age, hair, eyes, skin, gender, etc.)
- Clothing & personal style
- Personality (optimistic, grumpy, etc.)
- Likes & dislikes (cheap beer, boasting, babies, etc.)



Be as vague or as detailed as you like with your description. If you're not sure, you can add the descriptive details during play, once you have a better feel for your character.



Writing a brief history for your PC can be fun but don't make it required reading for your GM. Your Character's real story is about to begin!

DESCRIBING YOUR TEAM

Your group of PCs could be an informal group of adventure-hungry individuals, or a more organised troupe with a shared purpose and strong identity.

Discuss and agree with the other players what your adventure team is like, considering:

- Team name
- Emblem & dress code
- Motto or team chant ('Prepare for punishment!', 'Believe in beyond', etc.)
- How you know each other (childhood friends, shared mentor, etc.)
- Shared goals (a uniting quest, serving a mysterious patron, etc.)



Having petty rivalries or differences between your PCs can create fun moments during play, as long as it doesn't descend into betrayal and selfish acts. Your team should always pull together when needed!

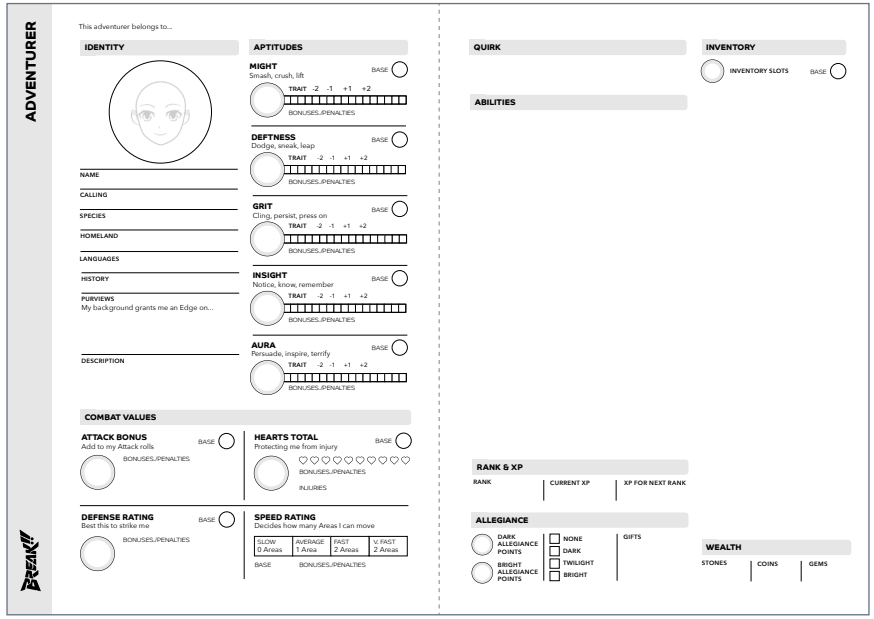


You can weave some of the information your players come up into the adventures you create.

GO SHOPPING

Spend your Coin on equipment and supplies to supplement your starting Gear, but remember to leave enough coins in your purse for a fine ale and a good nights rest.

ⓘ Gear (→ p150)



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GEAR

Your skill and cunning aren't the only things you can rely on when out on your travels. The equipment you carry can often help you out of a tricky spot.



ABOUT GEAR

Gear: Gear covers everything from weapons to books. It even includes services, hired helpers, and creatures.

Prices: Each item has an indicative price using one of Outer World's universal currencies (→ p151).

Inventory: Each item carried takes up Inventory Slots. There are rules for how much you can carry (→ p151).

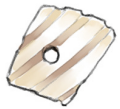
Gear Rules: Each item, or category of item, has the simple rules regarding its use.

Combat Gear Allowance: Weapons, Shields, and Armor can only be used penalty-free if your Calling and Species allow. Combat Gear categories detail the exact penalty you suffer for using an item your are not allowed to use.



Got an idea for an item that's not listed anywhere in Gear? If you have a Crafting Discipline, you can always make it yourself!

CURRENCY EXAMPLES



Shekell (Stone)
Galvanus Fishing Villages



Cobble (Stone)
Lantern Towns



Bright Coin (Coin)
The Sol Alliance



Zenny (Coin)
Akenian Empire



Glimmer Rock (Gem)
Buried Kingdom



Shadow Pearl (Gem)
Twilight Meridian

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PAYING FOR GEAR

CURRENCY

Although trades and barter are still commonplace the Outer World does have a standardized three-tier monetary system, facilitating trade between rising nations and established empires. Every item has a guide price but actual prices will vary with shop and region.

- 1,000 Stones = 100 Coins = 1 Gem
- A hundred units of any type of currency takes up a single Inventory Slot.

STONES



Reserved for small business transactions and beggars' cups, Stone is the umbrella term for cheap, local currency. This could be etched pebbles, shells, bits of colored glass, or teeth!

COINS



Unlike Stones, Coins are made with precious metals and carry their value wherever they go. Even coins from lost civilizations are still accepted, Old Akenia's Zenny can be exchanged with Shard's Radiant Crown without anyone complaining about exchange rates. A single Coin is worth 10 Stones.

GEMS



The currency of the very wealthy. Gems are precious stones universally valued in spite of regional variance. They will raise eyebrows if they are in the hands of someone shabby or desperate-looking. A single Gem is worth 100 Coins.

CARRYING GEAR

INVENTORY SLOTS



Each item you equip takes up a set number of Inventory Slots. You can only carry so many Slots so you'll need to choose your loadout carefully.

Determining your Inventory Slots

- Medium Species have 10 Slots.
- Small Species have 8 Slots.
- Large Species have 12 Slots.
- Note that some Abilities and Gear can increase your Inventory capacity.
- You may carry up to 3 Slots over your Inventory limit but suffer the Overburdened Ailment (→ p270).
- You cannot physically carry 3 Slots more than your Inventory limit.

Filling your Inventory Slots

- For calculating the number of Slots for objects not listed in this book use the following guide:
  - Keep it simple, most carried items should fill 1 Slot.
  - Heavy, or otherwise unwieldy, items fill 2 or 3 Slots.
  - Exceptionally small items can fill up a fraction of a Slot.
  - If an item, like a large chest, is too cumbersome to be carried around normally you will automatically become Overburdened (→ p270).



If you really can't bear to leave any treasure behind, invest in a Backpack (→ p173) or a Pack Beast (→ p193).

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WEAPON TYPES

Your weapon choice affects what you can do in combat. Will you choose a light weapon for darting attacks, or an immense weapon designed to obliterate?

Weapons are divided into:

Melee Weapons: Used for striking foes in close combat (→ p152).

Missile Weapons: Used for targeting opponents from a distance (→ p158).

Weapon Types: Melee and Missile Weapons are further broken down into groups that have similar performance during a Fight. For example, a great axe and a war hammer are both Mighty Weapons. Each Weapon Type has:

- **Rules & Abilities:** Additional rules and Abilities for wielders of the weapon.
- **Extra Damage:** A number that grants you an additional Heart of Damage if exceeded by your Attack roll total.

COMBAT GEAR ALLOWANCE

Your Calling and Species limit the Weapon Types you can use without penalty.

Using a restricted Weapon means…

- You suffer a Snag on Attack rolls.
- You are unable to perform Attack Stunts or Combat Tricks using the Weapon.

MELEE WEAPON TYPES

Much of the combat in Outer World is resolved within spitting distance of your foe. A Melee Weapon is a must.

- To make an Attack with a Melee Weapon, you must be in the same Battlefield Area as your opponent.
- During a Fight, drawing a Melee Weapon takes an Action, unless otherwise stated.

UNARMED



Desperate situations sometimes call for adventurers to strike out with their bare hands.

- Unarmed strikes suffer a Snag on their Attack roll when directed at armed or armored enemies.
- **Extra Damage:** None.

N/A • N/A

STANDARD



Standard Weapons are simple yet practical death dealing implements with no added frills.

- Any Calling or Species can use a Standard Weapon.
- **Extra Damage**: +1 Heart for Attack roll totals of 20 and above.

1 Slot • 10 Coins

CONCEALED



Concealed Weapons are usually small so that they can be hidden about your person with ease.

- Unlike other arms, Concealed Weapons are not immediately visible.
- During a Fight, drawing and striking with a Concealed Weapon can be performed in one Action.
- **Weapon Ability, Sneaky Swipe:** If your target isn't aware of your Concealed Weapon you may attempt to Ambush them, even when you are in plain sight.
  - Your Target must be in the same Battlefield Area as you, but otherwise this attack works like a normal Ambush (→ p252).
  - If your Ambush is successful, others using Concealed or Thrown weapons can join in the Ambush.
- **Extra Damage**: +1 Heart for Attack roll totals of 22 and above.

1 Slot • 5 Coins

QUICK



Quick Weapons are lighter arms that emphasize speed over power, prized by those who prefer evasive fighting.

- **Weapon Ability, Darting Style:** You gain a +1 to your Defense Rating when using a Quick Weapon.
- **Extra Damage**: +1 Heart for Attack roll totals of 22 and above.

1 Slot • 15 Coins

MASTER



These finely crafted weapons are often difficult to use and rather expensive. As such, they are favored by the warrior elite.

- **Weapon Ability, Perfect Strike:** You gain a +1 to your Attack rolls when using a Master Weapon.
- **Extra Damage**: +1 Heart for Attack roll totals of 18 and above.

2 Slots • 30 Coins

MIGHTY



These heavy weapons require both hands to use. Enjoyed by warriors who wish to quickly dispatch their enemies.

- When wielding one-handed you suffer a Minor Penalty (-2) on Attack rolls, Attack Stunts, & Combat Tricks.
- **Weapon Ability, Crushing Blow:** You do 2 Hearts of damage, instead of 1, on a successful Attack.
- **Extra Damage**: +1 Heart for Attack roll totals of 20 and above.

2 Slots • 20 Coins

ARC



Long weapons that allow their wielders to make wide, dangerous strokes that hit several enemies at once.

- When wielding one-handed you suffer a Minor Penalty (-2) on Attack rolls, Attack Stunts, & Combat Tricks.
- **Weapon Ability, Deadly Sweep:** You can hit two enemies in the same Battlefield Area with one Attack.
  - Make a single Attack roll, and apply the result to both enemies.
- **Extra Damage**: +1 Heart for Attack roll totals of 20 and above.

3 Slots • 25 Coins

LASH



Weapons that incorporate a chain or cord, capable of reaching foes a considerable distance away.

- **Weapon Ability, Crack!:** You can Attack an enemy up to 1 Battlefield Area away.
- **Extra Damage**: +1 Heart for Attack roll totals of 22 and above.

1 Slot • 30 Coins

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MELEE WEAPON EXAMPLES

STANDARD WEAPONS

1. Squire's Sword
Granted to the would-be Knights of Shard, they bear the inscription 'Wield me until you've earned another.'

2. Tunnel Truncheon
Simple clubs carried by Old Iron foreman, ideal for prodding idle workers or smashing saboteurs.

3. Tai Small Staff
Holy Isle Merchants keep these stout spears in their belts, ready for the rowdy customer or robber.

4. Bandit Razor
Swords that are little more than a scrap of sharp metal lashed to a handle. Marauders make do.



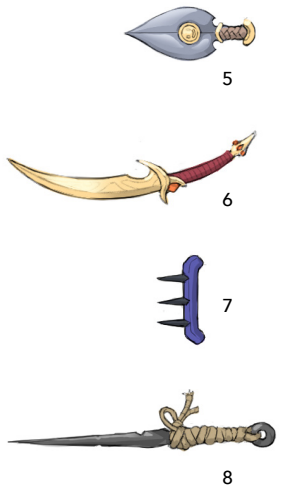
CONCEALED WEAPONS

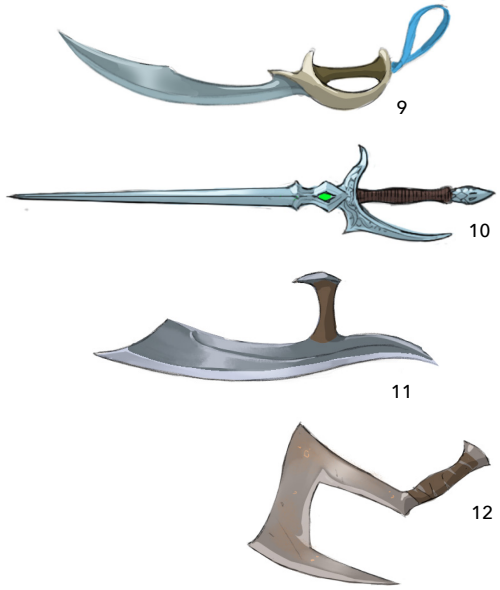
5. Chib Knife
Chibs receive a small, leaf shaped blade upon reaching adulthood. They bear one of the seven Chib creation runes.

6. Jewelled Dagger
The Merchant Scions of the Twilight Coast are fond of these ornate daggers. When on display, they're a fine symbol of wealth.

7. Pride Claw
A row of hooked blades on a palm strap. If you're careful it can be hidden in a cupped hand.

8. Beard Shanker
A thick, often rusty, needle. Designed by New Ore Commandos to slip between Old Iron ring mail.





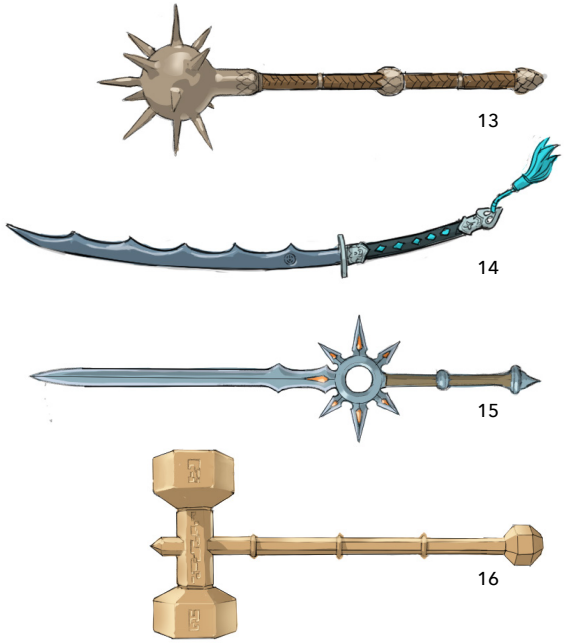
QUICK WEAPONS

9. Crescent Edge
Curved blades whirled by pirates of the Twilight Meridian. A cloth tethers them to their owner's wrist.

10. Noble Thinblade
These slender blades emit harmonic tones when swung with the correct technique.

11. Crashing Tonfa
Nimble weapons named after their parent fighting style, 'Crashing Waves Upon a Still Shore'.

12. Crawler's Sickle
This slashing blade is also the symbol of New Ore solidarity, constructed from scrap metal bent into a mostly correct shape.



MASTER WEAPONS

13. Zenith War Mace
Sun-headed maces that are as large and ostentatious as the Sol warriors who wield them.

14. Daicha Katana
Crafted on the Holy Isles, these finely tuned blades make both swordsmith and wielder proud.

15. Star-Guard Sword
A dual-edged blade carried by true Knights of Shard. Its pointed guard represents the revered light of the Star Shards.

16. Glorious Hammer
Fashioned after the Creator's mallet, this Old Iron weapon is sometimes re-appropriated by New Ore Guerillas who scrawl obscenities on all over them.

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MELEE WEAPON EXAMPLES

MIGHTY WEAPONS

17. Pride Axe
These weapons commonly sport animalistic motifs. It is customary to roar loudly when swinging them.

18. Junker Club
Junkers from the Stahlfeld often use oldtech piping, or other sturdy salvage, to make effective bludgeons.

19. Ironseal Sword
Warriors of the Tenebrous Pact carry these oversized, dark metal blades, to represent their respect for The Profound Darkness.

20. Dragon Buster
Designed to wound the colossal monsters of the Mana Blight. These sturdy weapons survive battles that their owners won't.











ARC WEAPONS

21. Gruun Long Crusher
These threshing flails were turned against the Gruun's oppressors in their fight for freedom.

22. Portian Sibat
These barbed spears are used by sailors of the Twilight Meridian to fend off the swarms of odd creatures that plague the seas.

23. Sylvan Lance
Authentic Sylvan Lances were crafted from Dew Silver. Today's mimicries are made from more mundane metals.

24. Trinity Staff
These segmented staves are a Shrine Keeper's favorite.



LASH WEAPONS

25. War Wire
An ancient weapon, once wielded by the Synthetic Soldiers of previous Aeons. Bio-Mechanoid warriors see them as a connection to their past.

26. Dark Hunter's Whip
Allows those foolish enough to battle the warped and twisted to attack from a safe-ish distance.

27. Fairythorn Scourge
This multi-thonged whip, covered in sharp thorns, is employed by the vicious Alarune. Often coated in terrible poisons.

28. Cat's Cord
This traditional Rai-Neko weapon comprises of a metal cat's paw attached to a length of thick cord.

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MISSILE WEAPON TYPES

Missile Weapons have two additional properties:

- **Range:** Determines how far away a foe can be and still be effectively targeted.
- **Loading Time:** Determines how long it takes to load ammunition prior to use.

- To make an Attack with a Missile Weapon your target must be within its stated Range.
- A unit of Ammo is expended after each shot, even if you miss.
- During a Fight, equipping a Missile Weapon takes an Action.

THROWN



These small, hand-held weapons are shaped and balanced specifically for throwing. Sneaks love them.

- **Range:** 1 Battlefield Area away.
- **Loading Time:** None, but the weapon must be retrieved before reuse.
- **Weapon Ability, Hidden Fangs:** If your target isn't aware of your Thrown Weapon, you may attempt to Ambush them, even when you are in plain sight.
  - Targets must be in Range, but otherwise this attack works like a normal Ambush (→ p252).
  - If your Ambush is successful, others using Concealed or Thrown weapons can join in the Ambush.
- **Extra Damage**: +1 Heart for Attack roll totals of 22 and above.

1 Slot • 2 Coins

DRAWN



Drawn Weapons include slingshots, bows, and other projectiles that require you to manually maintain tension.

- **Range:** 2 Battlefield Areas away.
- **Loading Time:** These can be both loaded and fired in 1 Action.
- You must use two hands while wielding a Drawn Missile Weapon.
- **Extra Damage**: +1 Heart for Attack roll totals of 20 and above.

2 Slots • 10 Coins

Ammo x5 • 1/2 Slots • 1 Coin

MECHANICAL (SMALL)



These compact marvels of engineering let you take a shot while keeping a hand free for other things.

- **Range:** 1 Battlefield Area away.
- **Loading Time:** 1 Action.
- You can fire these Weapons with one hand, but must load with two.
- **Extra Damage**: +1 Heart for Attack roll totals of 18 and above.

1 Slot • 15 Coins

Ammo x3 • 1/10 Slots • 1 Coin

MECHANICAL (LARGE)



While more accurate than their smaller cousins, these bombastic weapons are more cumbersome to operate.

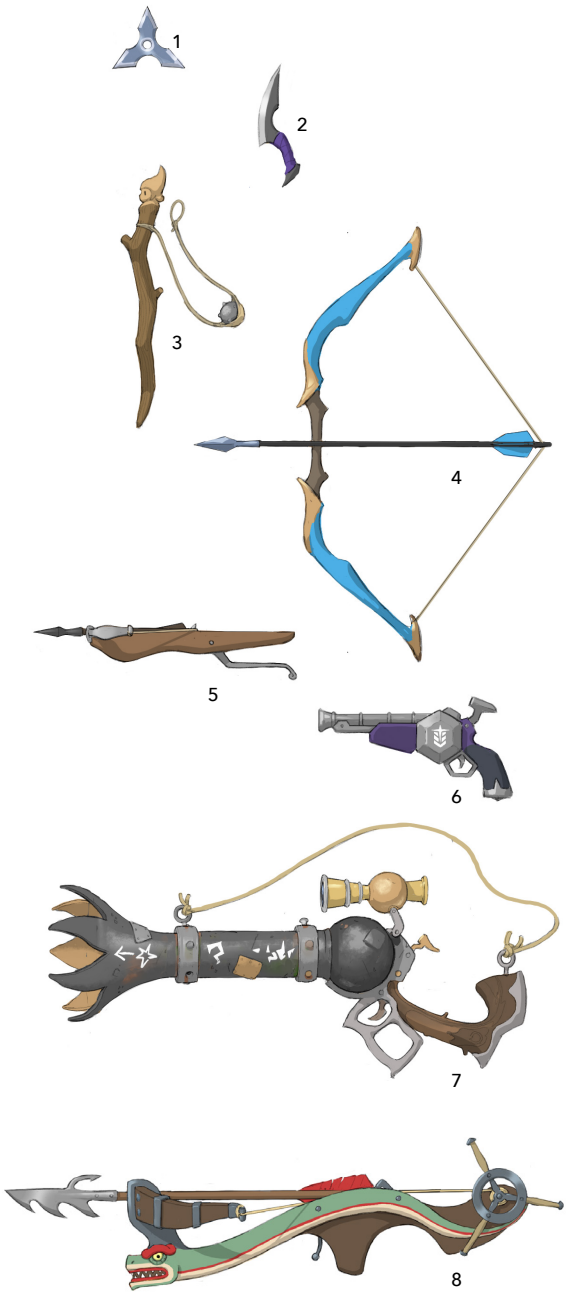
- **Range:** 2 Battlefield Areas away.
- **Loading Time:** 1 Action.
- You must use two hands to load and fire these Weapons.
- **Weapon Ability, Thunderous Shot:** You gain a +2 to your Attack roll.
- **Extra Damage**: +1 Heart for Attack roll totals of 18 and above.

2 Slots • 25 Coins

Ammo x3 • 1/10 Slots • 1 Coin

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MISSILE WEAPON EXAMPLES



THROWN WEAPONS

1. Shinobi Shuriken
Star shaped projectiles from The Seven Holy Isles.

2. Bandit Knife
Found tucked into the sleeves of petty criminals.

DRAWN WEAPONS

3. Chib Staffshot
A slingshot for mischievous types.

4. Yeoman's Bow
Used by guards of Nightwall.

MECHANICAL WEAPONS (S)

5. Assassin's Crossbow
Popular with hired killers.

6. Officer's Pistol
The Old Iron army presents these weapons to outstanding officers.

MECHANICAL WEAPONS (L)

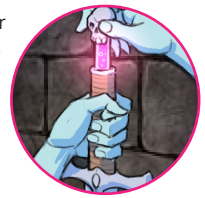
7. Goblin Belcher
With a distinct firing noise, this is a loud and unrefined firearm.

8. Hunter's Arbalest
Harpoons used for hunting the massive beasts of No-Folk Land.

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CUSTOM WEAPON ABILITIES



It is possible to find, or commission, weapons with enhancements that improve combat effectiveness or give them a dual purpose. Customized weapons are neither cheap nor common.

- All Weapons Types, apart from Unarmed, can be customised.
- A weapon cannot have more than 3 Custom Abilities in total, meaning those that have an inherent Weapon Ability can only have 2 additional Custom Abilities.
- ⚠ Note that some Custom Abilities are restricted by Weapon Type.

COMBINATION



Combination merges the benefits of two Weapon Types, making them difficult and expensive to forge.

- Combination Weapons inherit the properties of their two constituent weapons in the following way:
  - The Weapon Abilities of both.
  - The usage restrictions of both.
  - Take up the Inventory Slots from the largest of the two weapons.
  - The Extra Damage of the most effective weapon.

  For example, a Master-Arc Combination Weapon would gain a +1 to Attack rolls (Master), be able to target two foes in the same area (Arc), require both hands to use without penalty (Arc), and take up 3 Inventory Slots (Arc).
- If any Missile and Melee Weapon Types are combined, you must choose which mode of attack you are using for your Action (i.e Melee or Missile).
  - These weapons only benefit from Missile Weapon Abilities when making Missile attacks.
  - These weapons only benefit from Melee Weapon Abilities when making Melee attacks.
  - The Extra Damage value used is taken from the base weapon appropriate to your chosen mode of attack.
- ⚠ Concealed and Thrown Weapons can only combined with each other, due to their comparably small size.
- ⚠ Combining two weapons that each have an inherent Weapon Ability will take you to the 3 Ability limit.
- ⚠ Your GM may deem some combinations impossible. Common sense should be the guide.

Coins = (Price of Weapon Type 1 + Weapon Type 2) x2

SHODDY

Hastily and carelessly made, these weapons are easy on the purse but unreliable in battle.

- These weapons are Sundered (→ p263) when you get an unmodified 1 or 2 on your Attack roll.

Coins = (Weapon Price + Custom Ability Costs, if any) ÷2 (rounded up)

DISGUISED

The weapon appears like a walking stick, jewelry, or other harmless item until carefully inspected or used.

- Discerning this weapon's real function requires a mistrustful person to make a successful Insight Check.

Coins = Weapon Price +5

DANGEROUS

While all weapons are inherently harmful, these weapons are made to inflict maximum damage at the expense of the wielder's safety.

- ⚠ Available for Melee Weapons only.
- Dangerous weapons reduce the weapon's Extra Damage value by 2.
- You take 1 Heart of Damage whenever you get an unmodified 1 or 2 on your Attack roll.

Coins = Weapon Price +10

UTILITY

This allows a weapon to also function as a simple tool. For example, a Fishing Rod Spear or a Shovel Sword.

- You can combine a weapon with a tool that falls under Adventuring Gear, Common Rural Goods, Common Urban Goods, or Oddities & Luxury Items (→ p179).
- Utility weapons take up as many Inventory Slots as the largest of their two components.
- ⚠ Your GM may deem some combinations impossible. Common sense should be the guide.

Coins = Weapon Price + Tool Price +5

SECRET COMPARTMENT

A small gadget, or hidden cavity, can be incorporated into the pommel, grip or guard of a weapon.

- A Secret Compartment allows you to stow a small items like one dose of a consumable, a gem, or a folded treasure map.
- If you opt to add a gadget, it must be small enough to be incorporated into the weapon, for example a compass on the pommel of a cutlass.

Coins = Weapon Price +5

RAPID FIRE

Reloading Mechanical Missile weapons in the middle of combat is an onerous task. This technological advancement reduces the need to do it quite so often.

- ⚠ Only available for Large and Small Mechanical Missile Weapons.
- Rapid Fire weapons may be fired 3 times before they need to be reloaded, which still takes 1 Action.

Coins = Weapon Price x10

SPECIAL AMMUNITION

Special Ammunition provides ranged weapons with more tactical options. It enables you to create distractions, signal for help, or simply do more harm.

- ⚠ Available for Missile Weapons only.
- **Fireberry Shot:** These do Flame Damage instead of Mundane Damage. Your GM may also allow other types of Special Damage (→ p259).
- **Flare:** Ammunition that creates a lingering and visually impressive effect, such as bright light, when shot. Ineffective as a weapon but a good signal.
- **Heavy:** A large, clumsy shot that incurs a Major Penalty (-4) on your Attack roll when used, but does +1 Heart of Damage on a successful hit.
- **Whistling:** Ammunition that makes an ear-splitting scream when fired. Anyone in earshot must make a successful Insight Check or be Deafened (→ p268) on their next Turn.
- ⚠ Just like regular ammunition, these variants are expended after use.

Coins = Ammo Price x2

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CUSTOM WEAPON EXAMPLES

1. Rip Ring
Master + Dangerous
Once set in motion by an expert hand, this serrated blade's spinning action can rip through even the toughest defenses.

2. Gobbo Grinder
Standard + Dangerous + Shoddy
A weapon, cobbled together in a rush from battlefield scraps, that only the foolish would trust in battle.

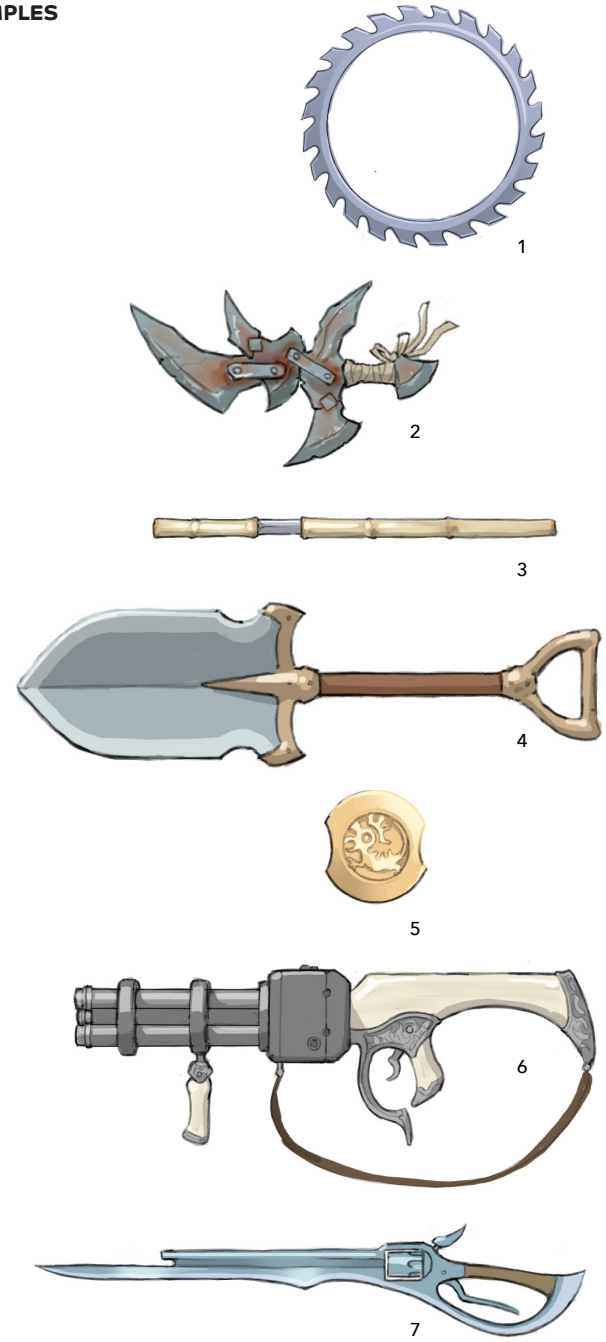
3. Daicha Cane
Master + Disguised
These subtle weapons are carried by outlaw ronin who don't want to attract undue attention.

4. Spade Blade
Might + Utility
A favored weapon of the Knights of the Open Road, who clear away earth and rock just as often as they dispatch evildoers.

5. Promethean Discus
Thrown + Disguised
Often designed into an elaborate belt buckle or breast plate decal. Their curved flight path is used to great effect, with masters being able to get the projectile to return to the mitt after a strike.

6. Trinity Rifle
Large Mechanical Missile + Rapid Fire
A three-barrelled gun beloved by beast hunters.

7. Gunblade
Small Mechanical Missile + Master Weapon
Nobles of Shard are particularly fond of the Gunblade, a recreation of the swords carried by the Magi-Knights of Akenia.



ARMOR TYPES

Protective clothing is classified into four Armor Types, which group together armor of a similar performance. For example, leather rags and a courtier's mail shirt offer a low protective value and are considered Light Armor.

Each Armor Type has:

- **Defense Bonus:** The amount the Armor improves your Defense Rating.
- **Max. Speed:** This is the highest Speed Rating achievable while wearing the armor.

COMBAT GEAR ALLOWANCE

Your Calling and Species limit the Armor Types you are able to use without penalty.

Wearing restricted Armor means…

- The Armor's Max. Speed is reduced by one step.
- You suffer a Snag on Attack rolls.
- You suffer a Snag on all Might and Deftness rolls.

NAKED



If you are un-armored, either nude or wearing regular clothes, you are considered naked in combat.

- **Defense Bonus:** N/A
- **Max. Speed:** Very Fast

N/A Slots • N/A Coins

LIGHT



Armor that prioritizes speed over defensive performance, and covers only the most vital points on your body.

- **Defense Bonus:** +2
- **Max. Speed:** Very Fast

2 Slots • 30 Coins

MEDIUM

Robust armor that provides good protection without heavily compromising your freedom of movement.

- **Defense Bonus:** +4
- **Max. Speed:** Fast

3 Slots • 60 Coins

HEAVY



Thick, durable armor that provides strong protection for most of your body, at the expense of combat mobility.

- **Defense Bonus:** +6
- **Max. Speed:** Average

4 Slots • 120 Coins

SUPERHEAVY



A weighty protective shell that encases your entire body, but considerably restricts your maximum speed.

- **Defense Bonus:** +8
- **Max. Speed:** Slow

5 Slots • 600 Coins

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ARMOR EXAMPLES

LIGHT ARMOR

1. Murk Warden
The protectors of the mysterious woodlands fashion effective armor from carved wood and vines.

2. Bandit Leathers
Assembled from the scraps of superior work won during raids. A bandit's trade requires swift and stealthy movement.

3. Sol Skirmisher
This sparkling armor protects the essentials but allows its owner to showcase their sinewy bodies.





MEDIUM ARMOR

4. Sky Pirate's Garb
These often gaudy uniforms adorn the privateers that terrorise the skies of the Twilight Meridian.

5. Guard Armor
Armor that is durable in riotous situations, but also light enough to give chase to troublemakers.

6. Junk Mail
The Junkers of Stahlfeld hammer suits together from materials gathered in the salvage yard.

HEAVY ARMOR

7. Trophy Mail
Monster hunters will turn their latest kill into armor, especially if it has a tough or colorful hide.

8. Yoroi Armor
When war calls, the samurai of The Seven Holy Isles don this battle armor.

9. Holy Knight Regalia
Resplendent armor gifted to the deserving. Fitted and decorated for each individual knight.





SUPERHEAVY ARMOR

10. Dreadnought Plate
The terrifying reputation of the Warlords of the Shadowed Lands comes partly from their impenetrable armor.

11. Hex Plate
This marvel of dwarven engineering is impervious to the makeshift weaponry of the New Ore's infantry.

12. Sol Elite's Armor
The Grand Warriors of Sols' armor is both the secret and symbol of their invincibility.

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CUSTOM ARMOR ABILITIES

Occasionally armor is forged with additional functionality. This can range from power assisted locomotion to protection from extreme environments.



- All Armor Types can be customised.
- A suit of armor cannot have more than 1 Custom Ability, more would compromise defensive integrity.
- ⚠ Note that some Custom Abilities are restricted to certain Armor Types

ANTI-HAZARD

This armor protects you from harmful gasses, magical radiation, or extreme environments. These suits are also hermetically sealed with systems that purify the air and regulate temperature.

- You are immune to the Harmful Battlefield Condition (→ p250) and any other dangerous environmental effects.
- Also functions as Extreme Weather Clothing (→ p172), protecting you from both heat and cold.

Coins = Armor Price +100

BUOYANT

Fitted with inflatable air bags, this armor prevents you from sinking in water.

- You are exempt from any Checks or Contests your GM might require you to make attempting to stay afloat when wearing the armor.
- Deliberately trying to submerge in the armor is problematic and requires a Might Check.

Coins = Armor Price +50

INTEGRATED

This armor has a weapon or tool built into one of the arms.

- A weapon or tool can be fitted to the armor's right or left arm.
- Integrated items are limited to those that you could use with one hand. For example, you cannot install a Large Mechanical Missile Weapon as it requires two hands to operate.
- Integrated weapons do not have to be drawn, they are always ready to use.
- Using an integrated item does not require your hand to use, enabling you to carry an additional item.

  For example, an integrated lantern will allow you to still carry a shield and a sword.
- ⚠ An integrated item does not grant you an additional Action and you must choose to use the integrated item, if it normally requires an Action to use, or the item you are holding in your hand.

Coins = Armor Price +50

SPIKED

The ostentatious spikes that cover this Armor are more than decoration. The wearer is harder to grab or swallow, endearing it to titan hunters all over the Outer World.

- Any creature attempting to grab, squeeze, swallow or otherwise smash against you takes 1 Heart of Damage while doing so.
- Your Unarmed attacks now strike like a Standard Weapon.

Coins = Armor Price +75

CARGO

This armor has a built in storage space in a chest or back cavity to protect valuable, or easily damaged, items.

- The armor provides you with an additional 3 Inventory Slots.
- Any stowed items are protected from water, fire, and other physical trauma.
- If the armor is destroyed, whatever is stored inside will fall out.

Coins = Armor Price +15

MAGNIFICENT

This armor is a work of art, either gilded, covered in gems, or sculpted like a fearsome beast.

- This armor comes with a closed helmet that gives you an Aura of 12, or 14 for more expensive versions.
- You can use your armor's Aura in place of your own for Checks and Contests where an impressive physical appearance is a factor.

Magnificent (Aura 12)
Coins = Armor Price +25

Resplendent (Aura 14)
Coins = Armor Price +50

SHADOWED

This armor is engineered to avoid noisy movement, and colored to help it blend into the shadows. Heavy duty protection need not come at the expense of stealth.

- This armor provides a Minor Bonus (+2) when you are:
  - Making rolls to hide in shadow.
  - Attempting Stealthy Movement (→ p234).
  - Attempting an Ambush (→ p252).

Coins = Armor Price +15

MECHANICAL MOTION

A system of levers, pistons, gears, and chains allow this armor to move under its own power. Warriors pilot these oversized suits rather than wear them.

- ⚠ Only available for Heavy and Superheavy Armor.
- Despite the usual size restriction, Small Species can use Heavy and Superheavy Armor without penalty if fitted with Mechanical Motion.
- It takes an hour to adjust the armor to a pilot's measurements. It will need to be adjusted again if a different pilot wants to use it.
- Mechanical Motion provides:
  - +2 to your Might Aptitude.
  - Supernatural Might (→ p107).
  - +1 to your Heart Total.
  - The ability to use combat gear as if a Large Species.
- ⚠ This armor requires routine maintenance or it will lock up.

  Your GM will determine when maintenance is required, usually after five or so Fights or a long, arduous Journey.

  Maintenance requires an evening and a single use of a Gadgeteer Kit by someone with the Gadgeteering Crafting Discipline. Failure to do so will result in a Snag on all actions attempted while wearing the armor.

Coins = Armor Price x10

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CUSTOM ARMOR EXAMPLES



1. Beast Killer Suit

Medium Armor + Spiked

This intimidating armor is often created with the carapace, talons, and bones of the very beasts they are meant to help slay.

2. Grinning Asura Yoroi

Heavy Armor + Magnificent

Fashioned in the likeness of Oni or murderous Asura, these suits are uniquely and exquisitely crafted.

3. Blight Nomad Armor

Light Armor + Anti-Hazard

These specialized suits are created and utilized by those that wander the toxic ruins of the Mana Blight, hoping to unearth lost secrets and treasure.

4. Chib Shell

Superheavy Armor + Mechanical Motion

Meant to give the tiny Chib a leg up against larger foes.

5. Omni-Maneuver Gear

Light Armor + Integrated (Grappling Hook)

The Colossus Slayers of Aiden employ armor that incorporates a grapple wire, perfect for scaling walls or enormous monsters.

6. Portian Shell Armor

Medium Armor + Buoyant

Made from the rainbow shells of monstrous crustaceans, this armor is a staple of the Portian City Guard.

SHIELD TYPES

Shields come in many different shapes and sizes, but their function is universal: take the damage intended for the bearer.

Each Shield Type has:

- **Defense Bonus:** Like Armor, the Shield improves your Defense Rating.

- If you are hit during combat, and you are armed with a Shield, you can choose to Parry the blow and avoid taking the Damage.
- You can Parry 1 hit per Fight.
- The type of Attacks you can Parry are limited by your Shield Type.
- A mundane Shield used to Parry a Magical Ability or Attack, including blows from Imbued or Magitech weapons, will shatter afterwards.
- You can only use 1 Shield at a time.
- ⚠ You can only benefit from your Shield if you are prepared for an incoming Attack, so a Shield cannot be used if you are Ambushed (→ p252), meaning:
  - You cannot Parry.
  - You cannot benefit from your Shield's Defense Bonus.

COMBAT GEAR ALLOWANCE

Your Calling and Species limit the Shield Types you are able to use without penalty. You can still wield a restricted shield but there are consequences.

Using a restricted Shield means…

- You can Parry and gain the Shield's Defense Bonus, but cannot take another Action on your Turn.

SMALL SHIELDS

Favored by fighters who want to use both hands, Small Shields are worn on your arm rather than held.

- You can Parry 1 Melee Attack per Fight.
- You may still use both hands when equipped with a Small Shield.
- **Defense Bonus:** 0

1 Slot • 15 Coins

STANDARD SHIELDS

The most common shields are sturdy pieces of wood or metal that are held in place by a grip or strap along their back side.

- You can Parry 1 Melee or Missile Attack per Fight. This includes spells or any special attacks that require an Attack roll.
- Standard Shields require one hand to use, so they affect your ability to use two-handed weapons.
- **Defense Bonus:** +1

1 Slot • 25 Coins

LARGE SHIELDS

Enormous bulwarks that are large enough to obscure their bearer completely. Effective, but large and difficult to carry.

- You can Parry 1 Melee or Missile Attack per Fight. This includes spells or any special attacks that require an Attack roll.
- Large Shields require one hand to use, so they affect your ability to use two-handed weapons.
- Your Speed Rating is reduced by one step during a Fight.
- **Defense Bonus:** +2

2 Slots • 35 Coins

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SHIELD EXAMPLES

SMALL SHIELDS

1. Chib Buckler
These shields often have endearing shapes, such as stylized animal faces, hearts, or flowers.

2. Galvani Targe
Disc shaped shields, favored by duelists and other dual wielders.

STANDARD SHIELDS

3. Wyrm Scale
The shields of the Dragon Scions of Taaga often bear their bloodline's heraldry.

4. Junker's Bulwark
Some of the old world signs recovered from Stahlfeld are actually pretty sturdy.

LARGE SHIELDS

5. Errant Guard
Decorated shields carried by members of knightly orders.

6. Shining Chimalli
These large round shields bear the emblems of the Dawn Orthodoxy.



CUSTOM SHIELD ABILITIES

While shields have a raw simplicity that makes innovation difficult, some craftsmen still find a way to incorporate an extra trick.

- A Shield cannot have more than 1 Custom Ability. Any more would compromise its defensive integrity.
- ⚠ Note that some Custom Abilities are restricted to certain Shield Types.

ASSAULT

These shields are spiked, have a sharp edge, or are otherwise weaponized.

- ⚠ Only available for Standard Shields.
- During a Fight, at the beginning of your Turn, you can choose to wield this shield as a Standard Weapon.

  Doing so means:
  - You will not benefit from the Shield's Defense Bonus on your opponent's next Turn.
  - You can still use it to Parry.
  - If you miss, you can Attack with another held weapon as if Dual-Wielding (→ p254).

Coins = Shield Price +20

BARRICADE

Immense bulwarks that can be propped up and used as cover. Popular with wielders of ranged weapons with slow reload times.

- ⚠ Only available for Large Shields.
- Thanks to a kickstand, or other stabilizing device, this Shield can stand on its own. You can set it down and take cover behind it.

  While behind cover:
  - The Shield will automatically Parry all Missile attacks directed at you.
  - You can make Missile attacks from behind the Shield and still benefit from its Defense Bonus.
  - You cannot Parry Melee attacks.
  - You do not receive the Shield's Defense Bonus for Melee Attacks.
- Setting down or picking up the Shield does not require an Action, allowing you to Move and take Actions normally on your Turn.

Coins = Shield Price x20

CUSTOM SHIELD EXAMPLES



1. Spiked Shield
Standard Shield + Assault
Raiders are an aggressive lot. A shield that just blocks is a wasted offensive opportunity.

2. Dwarven Pavis
Large Shield + Barricade
Standard Old Iron army issue, these shields are thrust into the ground to protect the infantry as they reload their rifles.

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OUTFITS



Clothes are for more than just covering your modesty. They can be used to protect yourself from extreme environments, influence crowds, or bolster your self image.

- An Outfit is a set of clothes that provides special effects when worn.
- Outfits do not take up Inventory Slots when worn, only when they are being carried.
- You can only wear one Outfit at a time, unless otherwise stated.
- Outfits still work when worn with Light or Medium Armor, but are obscured by heavier armors.
- The appearance-based effects of Outfits don't work on anyone who already knows the wearer.

FUNCTIONAL OUTFIT

These outfits are plain and practical.

- This Outfit does not provide any bonuses or penalties when worn.

2 Slots (carried) • 5 Stones

TATTERED OUTFIT

These clothes are worn and scruffy, making you look irrelevant or desperate. You can't buy a Tattered Outfit but can make one from salvaged scraps or rags.

- You gain a Minor Bonus (+2) on rolls attempting to blend into a crowd, or when trying to convince someone you are not worth their time.
- You suffer a Major Penalty (-4) on rolls to convince someone to take you seriously, and can attract negative attention in affluent areas.

1 Slots (carried) • No Charge!

COSTUME

While they won't hold up under scrutiny, Costumes allow you to imitate a member of a specific social class or profession.

- You gain a Minor Bonus (+2) on rolls to keep from being recognized at a glance or within a crowded area.
- A Costume can be worn over a Functional Outfit and torn away with an Action, destroying it.

2 Slots (carried) • 15 Stones

ARTISAN'S OUTFIT

These outfits incorporate easy-access utility pockets or pouches.

- This Outfit has pockets designed to carry the contents of a Specialist's Kit (→ p176). The pockets allow you immediate access to the Kit.
- ⚠ Kits still need replenishing after use.

Outfit Only
2 Slots (carried) • 8 Coins

Outfit + Specialist Kit of buyer's choice
2 Slots (carried) • 58 Coins

EXTREME WEATHER OUTFIT

Clothes that protect you from Outer World's harshest environments, like the frozen wastes of the Shadowed Lands or the sweltering deserts of the Blazing Gardens.

- This Outfit negates the effects of Harmful Areas (→ p250) or Terrain (→ p225) that relate to either a hot or cold environment.

Extreme Heat Outfit
2 Slots (carried) • 8 Coins

Extreme Cold Outfit
2 Slots (carried) • 12 Coins

APPEALING OUTFIT

These clothes make you look cute, elegant, or sexy.

- You gain a Minor Bonus (+2) on rolls to charm or convince someone.
- You suffer a Minor Penalty (+2) on rolls to intimidate someone.

2 Slots (carried) • 20 Stones

AUTHORITATIVE OUTFIT

A regal, or imposing, uniform that marks you as someone of great standing.

- You gain a Minor Bonus (+2) on rolls to intimidate or command others.
- You suffer a Minor Penalty (+2) on rolls to charm or comfort someone.

2 Slots (carried) • 20 Stones

WEARABLE ACCESSORIES



Armor and Outfits aren't the only wearable items an adventurer will find useful in the field. There are also goggles, masks, and practical storage solutions.

BACKPACK

Large, rugged bags that provide you with much needed extra storage.

- A Backpack increases your Inventory capacity by 5 Slots.
- Retrieving an object from a Pack takes 2 Actions (so 2 Turns).
- You cannot wear a Backpack and a Traveller's Bag at the same time.

1 Slot • 5 Coins

TRAVELLER'S BAG

Shoulder bags that provide easy access to their contents.

- A Traveller's Bag increases your Inventory capacity by 3 Slots.
- Retrieving an object from a Bag requires an Action.
- You cannot wear a Traveller's Bag and a Backpack at the same time.

1 Slot • 3 Coins

POUCH

Small bags worn on the belt, intended for coins or other small items.

- A Pouch can hold 100 units of currency, or small items totalling no more than 1 Slot.
- Retrieving an object from a Pouch requires an Action.
- You can wear 2 Pouches at once.

1 Slot • 3 Stones

REBREATHER

These masks protect your lungs from water, gas, and other inhaled substances.

- Wearing a Rebreather makes you immune to Suffocation (→ p271).

1 Slot • 15 Coins

BLACKOUT GOGGLES

Goggles that block out the light.

- Blackout Goggles cancel the negative affects of the Species Ability Under Dweller (→ p99+101)
- They negate the Battlefield Condition Obscured (→ p251) if caused by blinding light.

1 Slot • 2 Coins

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WAYFINDING



While the basic geography of the Outer World is widely known among scholars, detailed information on specific regions is scant. Maps are rare and useful!

- If you have a Map of an area and a Compass, you may act as a Guide (→ p226) when on a Journey.

LOCAL MAP

A map focused on a particular settlement, or adventure site, along with some of its surrounding area. These maps often include detail larger maps cannot.

1/10 Slot • 5 Stones

KINGDOM MAP

A detailed guide to a large area containing several settlements, and other important geographic details.

1/10 Slot • 2 Coins

REGIONAL MAP

Commissioned by Guild Masters and Merchant Scions, these maps show the safest paths through one of the four great regions: Wistful Dark, Twilight Meridian, Blazing Gardens & Buried Kingdom.

1 Slot • 20 Coins

WORLD MAP

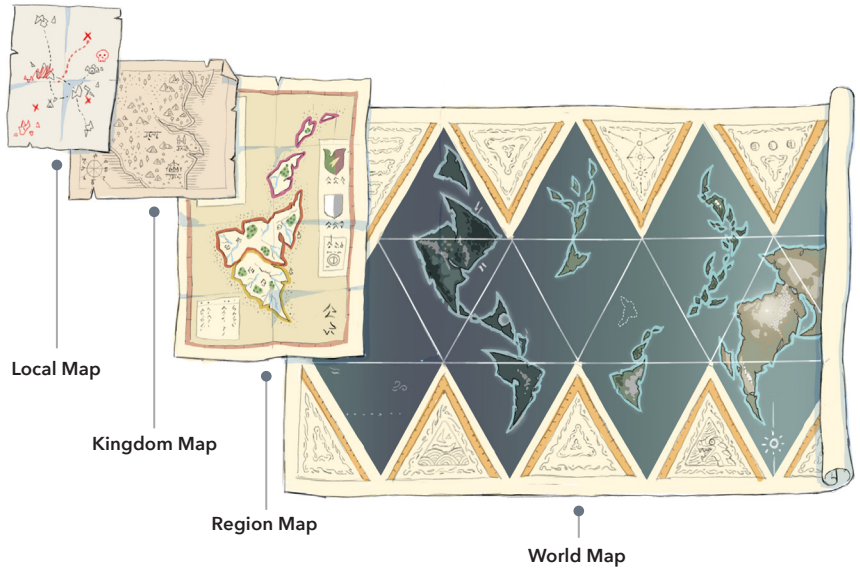
These massive maps are the pet projects of old adventurers or great sages, and are genuine works of art, featuring the whole of the Outer World in loving detail.

2 Slots • 2 Gems

COMPASS

Simple devices that point towards the Sun Machine. While anyone can tell you which way is Dawnwards, this instrument gives you the precision required for navigation. Needed to get any use out of a map!

1 Slot • 20 Coins



ILLUMINATION



The dark shelters unseen dangers and, while some species are better adapted to low light, many will require the comfort of a lamp.

- Illumination gear lights up an area up to 20 ft from the source, unless otherwise stated.
- They negate the Battlefield Condition Obscured (→ p251) if caused by darkness.

TORCH

These cheap and disposable light sources come in many varieties.

- Torches burn continuously for 1 hour once lit, After this they are expended.
- It takes an Action to light a Torch.

1 Slot • 4 Stones

LANTERN

These hand-held devices burn oil and other fuel for light. Common among the peasantry of the Wistful Dark.

- Lanterns burn for 4 hours on 1 Unit of Oil (→ p178), but can be snuffed and relit to conserve fuel.
- It takes an Action to light or extinguish a Lantern.

1 Slot • 5 Coins

LUMI-SLIME LANTERN

A portable container for one of the small, glowing oozes that populate the Buried Kingdoms. These Lanterns are valued for their simple maintenance and dependability. Available in a variety of colors, some even change hues.

- A quick tap of the container will rouse the Slime and, once agitated, it will change from a dull glow to a bright light in seconds.
- Lumi-Slimes must eat 1 Unit of Rations (→ p177) a week or they'll die. A regular handful of small bugs or similarly sized chunks of monster flesh will also work.
- Over time, slimes can erode most materials and must be kept in their resistant container.
- If your Lumi-Slime escapes, or is set free, over time they will grow into a Goop (→ p382).

Lantern Only
1 Slot • 8 Coins

Lantern with Starter Slime
1 Slot • 20 Coins

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SPECIALIST'S KIT



Surgeons and thieves alike need access to the tools of their trade. Kits are collections of implements and materials that allow experts to conduct specialized tasks.

- Some Abilities require the use of a Kit to be performed successfully.
- A single use of a Kit is expended each time an Ability is attempted.
- Kits can be used 10 times before they need replenishment.
- A Specialist Kit can only perform the function it was intended for.

New Kit
2 Slots • 50 Coins

Replenishing a Kit
N/A 25 Coins

PHYSICIAN'S KIT

For assisting the Injured.

DUNGEONEER'S KIT

For disabling traps and picking locks.

ALCHEMIST'S KIT

For making simple concoctions on the go.

MENDER'S KIT

For basic repairs and alterations to armor and clothing.

GADGETEER'S KIT

For repairing and maintaining gadgets and other technology.

BOOKS



Knowledge is a powerful weapon, and there is much to gain for those who enjoy a good book. Remember, a library is a treasure trove just as valuable as any jewel-house or chest.

TOME

Large reference books and other bulky collections of knowledge.

- Tomes contain knowledge of a single subject area. For example, The Colossal Creature Catalog or Understanding Akenian Architecture.
- Your GM will answer any question covered by the Tome's subject area on a successful Check against the Tome's Insight score.

Beginner's Tome (Insight 12)
1 Slot • 6 Coins

Journeyman's Tome (Insight 14)
1 Slot • 12 Coins

Master's Tome (Insight 16)
2 Slots • 18 Coins

Forgotten Lore (Insight 18)
2 Slots • 24 Coins

TRANSLATION JOURNAL

While everyone understands Low Speech, much is spoken in native tongues.

- You can attempt to communicate in Journal's featured language with a successful Insight Check.

1 Slot • 20 Coins

CONSUMABLES



Like everyone, adventurers enjoy a hearty meal after a long day's work. However, they are also partial to energy drinks and other performance-boosting food stuffs.

- Portable Consumables prevent you from Starvation (→ p271) when out on a Journey.
- Some Consumables provide you with additional perks.

RATIONS

These traveller's provisions vary from region to region. In the Blazing Garden they'll include monster jerky but in the Twilight Meridian it'll be dried seaweeds.

- 1 Ration provides 1 day's nutrition.

1/10 Slot • 1 Stone

HARDY RATIONS

Simple foodstuffs intended for animal companions, but edible if desperate.

- 1 Hardy Ration provides 1 day's nutrition for your Mount, or Pack Beast.
- 1 Hardy Ration can provide you with 1 day's nutrition, but yuck!

1/10 Slot • 3 Stones

TREATS

Calorie-dense fruits and candies, helpful in negotiations with the ravenous.

- Treats offered in Negotiations can provide a Minor Bonus (+2).
- 1 Treat provides 1 day's nutrition.

1/10 Slot • 3 Stones

BASIC POTION

These elixirs provide a lift for those with flagging spirits.

- If imbibed during Combat, the potion restores 1 Heart.
- 1 Potion provides 1 day's nutrition.

1 Slot • 10 Coins

BOOSTER CAKES

Magical pastries that enhance one of your Aptitudes for a limited time… but beware the hangover.

- You gain a +2 bonus to an Aptitude, depending on the type of cake, for the first 24 hours.
- You suffer a -2 Penalty on the same Aptitude for the following 24 hours.
- Cakes offered in Negotiation can provide a Major Bonus (+4).
- 1 Cake provides 1 day's nutrition.

1/10 Slot • 15 Coins



Baby Pudge Bun
Ration



Bumbo Pellets
Hardy Ration



Gobbo Pop
Treat



Vitality Fizz
Basic Potion



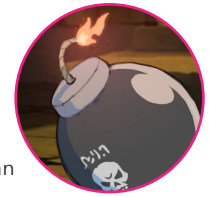
Might Muffin
Booster Cake

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COMBUSTIBLES & CHEMICALS



In Outer World, non-magical energy is stored in a variety of forms to power lanterns and simple machines. These volatile substances can also be weaponized!

OIL/FUEL

Combustible fluids used to power simple machines or feed fires.

- Some Gear requires Oil/Fuel to function.
- In a Fight, dousing something with Oil/Fuel and igniting will cause 1 Heart of Damage per Round.
  - When a foe reaches 0 Hearts they must roll on the Caustic/Burning Injury Table (→ p267).
  - When a combustible object reaches 0 Hearts it is Sundered (→ p263).
- Your GM may add the Harmful Battlefield Area Condition (→ p250) to an Area set ablaze with Oil/Fuel.
- ⚠ Magical Materials are immune to mundane fire damage.

Container of 10 Units
1 Slot • 10 Coins

SOLVENT

Acids and other caustic liquids.

- 1 Unit of Solvent will do 2 Hearts of Damage to any objects classified as less than Very Hard (→ p263). This is roughly equivalent to burning a hole through floorboards.
- In a Fight, you can splash Solvent on an enemy with a successful Attack roll. 1 Unit will cause a Caustic/Burning Injury (→ p267)

Container of 1 Unit
1 Slot • 20 Coins

GRENADE

Alchemists make these thrown explosives, effective for taking out small groups.

- A Grenade can be thrown up to 1 Battlefield Area away.
- Anyone in the Battlefield Area where the Grenade detonates is a target.
  - **Targets make a Deftness Check**
  - **Failure:** They are Toppled (→ p271) and take 1 Heart of Damage.
  - **Success:** They are only Toppled.
- ⚠ **Fumble!** If you get a 1 on your Attack roll, you drop the Grenade. Now everyone in the same Area as you is a target for the Grenade.

1 Slot • 20 Coins

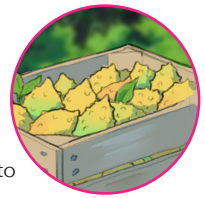
BOMB

Slow to set off and indiscriminate, these powerful explosives are best kept for strategic demolitions rather than used during combat.

- In a Fight, Bombs take an Action to set, and will detonate at the end of the next Round.
- Bombs affect everything, structures and individuals, up to 1 Battlefield Area (or 20 ft) away from the point of detonation.
- Bombs do 8 Hearts of Damage to any objects classified as less than Very Hard (→ p263). This is roughly equivalent to blowing a man-sized chunk out of a wall.
- **Targets make a Deftness Check:**
  - **Failure:** They are Toppled (→ p271) and take 8 Hearts of Damage.
  - **Success:** They are only Toppled.
- ⚠ Objects made from Magical Materials are immune to Damage inflicted by Bombs.

3 Slots • 45 Coins

MISCELLANEOUS



Not every single item an adventurer might want can be listed in Gear, so this section contains guidance for pricing any unlisted items you might wish to purchase.

- Discuss and agree with your GM any desired item's utility, size, price, and availability.

ADVENTURING GEAR

These are tools intended for use in dangerous situations and are unlikely to be purchased by ordinary folk. As a result, they are expensive and will attract attention if carried around openly.

Examples: Crowbar, grappling hook, pitons, ten foot pole (2 Slots).

1-2 Slots (varies with item) • 8 Coins

COMMON RURAL GOODS

Practical items for those that live a simple life. These can be easily obtained in small settlements and remote locales.

Examples: Shovel (2 Slots), 30 ft of hemp rope, 10 Units of lard, bricks (2 Slots).

1-2 Slots (varies with item) • 8 Stones

COMMON URBAN GOODS

Useful tools and items required by those who live in more populated areas. Can be found in large settlements and ports.

Examples: Umbrella, hammer, writing implements and paper products.

1-2 Slots (varies with item) • 12 Stones

ODDITIES & LUXURY ITEMS

Strange items that tend to serve either a very specific purpose or none at all! You won't find these items for sale outside of a wealthy center of commerce.

Examples: Spyglass, pocket watch, decorative pottery (2 Slots).

1-2 Slots (varies with item) • 16 Coins

TRADE GOODS

Barrels, sacks or crates of desirable goods bundled up for bulk sale. Adventurers can take advantage of their migratory nature and make a tidy profit transporting these goods from one region to another.

Examples: A bushel of star plums (Wistful Dark), a barrel of moss whiskey (Buried Kingdom), a bolt of fine silk (Twilight Meridian), a box of Sol tobacco (Blazing Garden).

- Unlike other items you carry, you will always find a buyer for your Trade Goods at full price in any place that can afford them.
- A Trade Good's value increases to 75 Coins when sold outside its Home Region.

  For example, you may purchase a bushel of Star Plums in the Wistful Dark for 25 Coins, and sell it for 75 Coins in the Blazing Garden.

3 Slots (varies with item) • 25 Coins

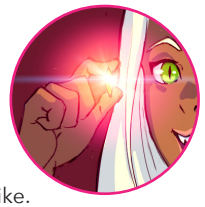
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CURIOSITIES, ARTIFACTS, & GADGETS

These curious trinkets and devices are rare and expensive. Their unusual properties make them equally desirable to adventurers and curators of oddities alike.



HOLY ICON

Holy Icons are objects that allow mortals to focus their faith to briefly repel unearthly creatures. These can be holy symbols, but also items loaded with sentiment or meaning. For example, sacred prayer chains or a childhood toy.

- You can use your Action to boldly present your Holy Icon in an attempt to ward off Asura, Devas, Undead, Unshaped, or any creature with 4 or more Bright or Dark Allegiance Points.
  - **Requires an Aura Contest**
  - **Success:** The unearthly one cannot direct an Attack at you as long as you continue presenting your Icon.
  - **Failure:** They laugh at your pathetic gesture. You cannot attempt to repel them again for 24 hours.
- ⚠ Your GM may render an Icon ineffective when held by someone who does not believe strongly in what the Icon represents.

1 Slot • 75 Coins

STAR GEM

Fragments of the famed Star Shards, these gems produce a soothing amber glow. Considered a holy item in the Kingdom of Shard, they are often seen embedded in the jewellery and weaponry of the wealthy and powerful.

- A Gem functions like other items listed in Illumination Gear (→ p175), except it does not require Fuel and cannot be extinguished.
- A Gem radiates actual sunlight and is therefore able to drive away creatures susceptible to daylight or bright light.
- A Gem can be used to charge solar powered Techno-Relics and Magitech devices.
- While a Gem touches your skin you temporarily gain +1 Bright Allegiance Point.

1/10 Slot • 3 Gems

SHADOW STONE

These smooth, tear-shaped stones are believed to be fossilised blood droplets from the Dark Dragon of the 3rd Cataclysm. Those who carry these profane relics are mistrusted.

- When exposed, the Stone casts darkness up to 20 ft from the source. A Battlefield Area the stone is in becomes Obscured (→ p251).
- The Stone pushes actual sunlight away and provides shelter to those who cannot endure the daylight.
- While a Stone touches your skin you temporarily gain +1 Dark Allegiance Point.

1/10 Slot • 5 Gems

LONG GRABBER

This gadget allows you to perform crude manual manipulation from a safe distance. The Grabber is composed of a telescoping pole with a mechanical gauntlet affixed to one end and controls at the other.

- The Grabber enables you to grasp, poke, or push an object up to 10 ft away, or 1 Battlefield Area.
- The shaft of the Grabber can be extended and retracted rapidly, allowing you to yoink an object. During a Fight, this requires the use of your Action.
- ⚠ Precise tasks requiring fine motor skills are not possible. However, your GM may allow you to perform more difficult manoeuvres with a Deftness Check.

2 Slots (when collapsed) • 45 Coins

SCANNER

These technical wonders are salvaged and repaired by collectors and researchers. They are small boxes featuring a crystal display screen and are powered by ambient mana, allowing for continual use.

- When activated, this Techno-Relic enables you to discern the presence and general location of any living creatures and sources of great energy (such as magic items, powerful undead, or synthetic life) within 50 ft.
- During a Fight, operating and reading the Scanner requires the use of your Action.
- ⚠ Scanners make a loud, distinctive beeping noise when in use, this prevents Stealthy Movement (→ p234) while Exploring.

1 Slot • 1 Gems

SPELL ENGINE

Spell Engines are a kind of magical battery used to power large or powerful Magitech devices.

- Spell Engines are constructed from Magical Materials (→ p288).
- **Charges:** Spell Engines contain Charges that are expended when operating powerful Magitech devices. The number of Charges required will depend on the individual device.
- **Charging a Spell Engine:** If you have a Magical Ability, you can redirect the mana you normally use to create the effect to charge the Spell Engine:
  - Put your hands on the Engine and expend your Magical Ability.
  - The expended Ability has no effect other than to charge the Spell Engine.
  - Expending 1 Standard Magical Ability creates 1 Charge.
  - Expending 1 Advanced Magical Ability creates 2 Charges.
  - The expended Ability cannot be used again for 24 hours.
  - Small Spell Engines hold 1 Charge.
  - Large Spell Engines hold 2 Charges.

Small Spell Engine
1 Slot • 2 Gems

Large Spell Engine
2 Slots • 4 Gems

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OTHER WORLD ITEMS



These objects once belonged to Dimensional Strays (→ p86) and have not been manufactured on Outer World. These alien devices are extremely rare and never found for sale.

OTHER WORLD SIDEARM

These pointy-harm-sticks are not dissimilar to the pistols already in use in Outer World, though these can fire shots in rapid succession.

- These pistols function as Small Mechanical Missile Weapons (→ p158), with the following differences…
- **Weapon Ability, Ammo Clip:** This firearm holds 10 bullets that can be discharged at a rate of one per Turn, before requiring 1 Action to Reload.
- Other World Sidearms begin with 10 Other World Bullets, these cannot be bought, but must be manufactured by a Gadgeteer able to craft Advanced Items (→ p284).

1 Slot • N/A



OTHER WORLD POCKET DEVICE

The Game Gal Advance, Peach Pod, and Wildberry Tablet are popular Other World devices intended for entertainment and communication. While you would assume these gadgets would cease to function across dimensions, this is not the case.

- Strangely, in Outer World these devices work indefinitely without the need to charge.
- These Devices can all snap photos, record audio, and make odd sounds or tunes on demand.
- All Pocket Devices include a version of the Akenia Adventure!! videogame. The featured game world's similarities to Outer World is uncanny, meaning it can be referred to as a Beginner's Tome for queries regarding the ancient ruins and creatures of Outer World.

1 Slot • N/A



COMPANIONS



An adventurer's life makes it difficult to develop loyal friendships. While you can always depend on your fellow adventurers, there will be times when you'll need a little bit of extra help.

COMPANION TYPES

Companions are hired, or bought, to serve you. There are four types:

- **Followers:** Sapient companions, able to use weapons and equipment.
- **Pets:** Small loyal animals that have useful abilities.
- **Mounts:** Creatures intended to be ridden long distances.
- **Pack Beasts:** Large creatures used to pull carts or carry the excess items you have accumulated.

- Your Companions follow your commands to the best of their ability. Unreasonable commands might trigger a Loyalty Check (→ p183) or be refused.
- You can have a maximum of 2 Companions at any time.



Things can get out of control if you allow more than 2 Companions for each PC, but it's up to you.

While Companions are directed by the PC they accompany, you are encouraged to provide them a voice when required. Give them personality and stick up for them when they suffer abuse.

LOYALTY CHECKS

Whenever your GM feels a Companion may be compelled to retreat, rebel, or otherwise abandon you they must make a Loyalty Check. Examples include:

- The Companion is abused, neglected or consistently mistreated.
- They are asked to do something impossibly dangerous or suicidal.
- They are asked to betray you in exchange for something they deeply desire.

- When your Companion's loyalty is questioned, they make a Grit Check or, if you are present, you make an Aura Check to steady their resolve.
- **Success:** Your Companion summons the required courage, but may still grumble.
- **Failure:** Your Companion panics, flees, or refuses instruction.
- If you have Recruited (→ p275) or have a Social Bond (→ p279) with your Companion you gain a Minor Bonus (+2) on the Loyalty Check.



Don't overuse Loyalty Checks! Save them for key moments when spirits are well and truly tested. A trusted ally won't on turn on companion for a handful of coins.

NAMING COMPANIONS

Some Companions may not have an identity when your GM introduces them, simply being the local Scholar or the tag-along Scamp. Give them a name, and perhaps a backstory and persona. When you invest in them like this, they seem to survive longer.

- Unnamed Companions perish when they run out of Hearts but named Companions roll on the Injury/Damage Table (→ p261).

TRAINING COMPANIONS

While in your service you can attempt to teach your Companions new tricks and techniques during Downtime (→ p277).

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FOLLOWERS

Followers demand a fee for their services, whether they're a lowly street rat or a capable sellsword.

Each type of Follower has different Aptitudes, Combat Stats, Abilities, and Gear. They also have differences in:

Services: These are the tasks the Follower is prepared to undertake for a fee.

Recruitment: These are considerations that might affect your chances of successful Recruitment (→ p275).

Creating a Follower

- Start with the Follower's listed base Aptitudes, Combat Stats, and Abilities, then:
  - **Add a Trait:** Choose or roll on the Positive Trait Table (→ p131).
  - **Determine their Species:** Choose or roll on the Species Table (→ p80).

    Native Humans, because of their Prodigy Ability, can choose a Standard Elective Ability from those listed in the Follower type.

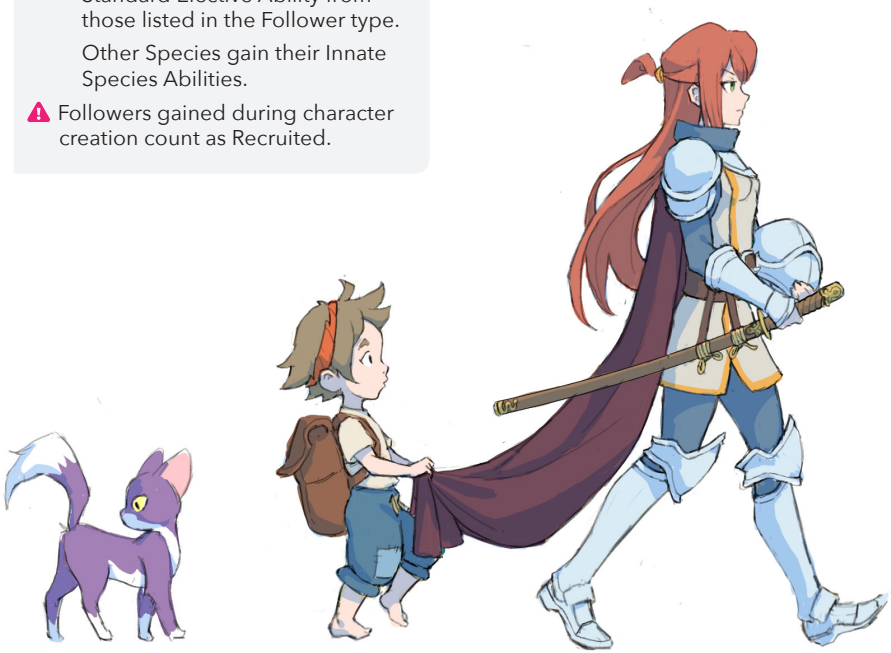
    Other Species gain their Innate Species Abilities.

⚠ Followers gained during character creation count as Recruited.

RECRUITING FOLLOWERS

While in your service you can attempt to Recruit your Companions during Downtime (→ p275). This means your contracted Follower becomes a loyal retainer, you no longer have a purely contractual relationship.

Game Master Characters with Ranks can't be hired like Followers can, they must be Negotiated with (→ p238) or Recruited (→ p275).



SCAMP

Youthful sidekicks who rely on pluck and enthusiasm to compensate for a lack of experience. There's no shortage of bored, naive, or desperate youth in Outer World.



6 MIGHT		+0 ATTACK	2 HEARTS
7 DEFT			
6 GRIT			
6 INSIGHT		10 DEFENSE	Average SPEED
6 AURA			

Follower Abilities

- **Impish:** All Scamps have the Young Quirk (→ p139).
- **Native Human?** Choose an additional Standard Elective Ability from either the Sneak (→ 17) or Raider (→ p35).

Gear

- Tattered Outfit (→ p172).
- Standard Weapon with the Shoddy Ability (→ p152 + 161).

Services

- Scamps will help you with simple tasks. For example, running errands, eavesdropping or holding your torch.

Recruitment

- You gain a Minor Bonus (+2) if you have been generous, paternal, or protective towards your Scamp.

10 Stones per day (a treat or trinket)

SCHOLAR

Scholars are ordinary folk with an unhealthy interest in a useful skill or area of knowledge. They are usually motivated by boredom, greed, or curiosity.



6 MIGHT		+0 ATTACK	2 HEARTS
6 DEFT			
6 GRIT			
7 INSIGHT		10 DEFENSE	Average SPEED
6 AURA			

Follower Abilities

- **Specialist Subject:** Scholars have a Purview pertaining to a single area of knowledge. For example, the history of ancient Akenia.
- They also have a Language (→ p109) related to this knowledge.
- **Researcher:** Scholars can perform Research (→ p276) on your behalf.
- **Native Human?** Choose an additional Standard Elective Ability from either the Factotum (→ p17) or Sage (→ p60).

Gear

- Functional Outfit (→ p172).
- Traveller's Bag (→ p173).
- Scholars with a Crafting Discipline also have a Specialist Toolkit (→ p176) or access to a Workshop (→ p200).

Services

- Scholars will provide you with facts and information about their Specialist Subject.

Recruitment

- You gain a Minor Bonus (+2) if you have a Calling or Origin that appeals to the Scholar.

5 Coins per day

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GUIDE

These folk have travelled further from home than most would consider safe. They are able to guide anyone who wants to venture beyond the city walls.



6 MIGHT		+0 ATTACK	2 HEARTS
6 DEFT			
7 GRIT			
6 INSIGHT		10 DEFENSE	Average SPEED
6 AURA			

Follower Abilities

- **Wayfarer:** These folk can act as Guides (→ p226) in the Region they are hired in. For example, the Wistful Dark or Blazing Gardens.

  Once Recruited, Guides can lead in new Regions if they spend one session of Downtime scouting.
- **Native Human?** Guides can choose an additional Standard Elective Ability from either the Factotum (→ p17) or Raider (→ p35).

Gear

- Extreme Weather Outfit (→ p172).
- Traveller's Bag (→ p173).
- Guides with a Crafting Discipline also have a Specialist Toolkit (→ p176) or access to a Workshop (→ p200).

Services

- Guides will escort you to and from a location within the Region they are familiar with.

Recruitment

- You gain a Minor Bonus (+2) if you have a Calling or Origin that appeals to the Guide.

5 Coins per day

CUSTREL

Combat-ready assistants and squires. Custrels specialize in acting as seconds or bodyguards in battle, as well as taking care of little things for their ward or master.



7 MIGHT		+1 ATTACK	2 HEARTS
6 DEFT			
6 GRIT			
6 INSIGHT		10 DEFENSE	Average SPEED
6 AURA			

Follower Abilities

- **Weapon Proficiency:** Custrels can use Light Armor and two other pieces of uncustomized combat gear of their choice.

  They will not be proficient in gear which would incur a penalty because of their Species Size's Combat Gear Allowance.
- **Native Human?** Custrels can choose a Standard Elective Ability from the Champion (→ p29) or Battle Princess (→ p42).

Gear

- Appealing or Authoritative Outfit (→ p173).
- Light Armor (→ p163).
- Any 2 pieces of combat gear, which they are proficient in.

Services

- Custrels will fight alongside, or protect you, when exploring dangerous places.

Recruitment

- You gain a Minor Bonus (+2) if you have a Calling or Origin that appeals to the Custrel.

8 Coins per day

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ANIMAL COMPANIONS

Beasts make steadfast allies, and are often easier to manage than those needy, grumbling Followers.

There are 3 types of Animal Companion:

- **Pets:** Small, domesticated creatures that can even serve as Mounts for the smallest folk.
- **Mounts:** Large, swift animals that get you from place to place more quickly.
- **Pack Beasts:** Big brutes for carrying heavy burdens or the larger folk.

Animals are purchased and not hired, or Recruited, like Followers. They are sold (mostly) tame with an appropriate harness, saddle or collar.

JOURNEYING WITH ANIMALS

Travelling with Animals can be beneficial, but they also have needs that must be taken into account when on a Journey.

- **Rest:** When on a Journey, animals need to Camp (→ p229), or risk Starvation and Fatigue like any other character.
- **Grazing:** Some Animals can hunt, or forage, their own day's Rations when Camping (→ p229) in a suitable environment.
- **Riding Animals:** Riding an animal doubles the distance you can travel in one day when on a Journey (→ p222). When Rushing, you avoid the effects of Fatigue but the animal does not.

FIGHTING WITH ANIMALS

Animals can provide assistance when you get into a Fight.

Mounted Combat

- **Movement:** Use your Mount's Speed and Abilities when taking your Move (→ p253).
- **Defense:** If an Attack targets you, use your Defense Rating. If your Mount is being targeted, use their Defense Rating.
- **Attack:** You can use your Mount's Attack or Abilities when riding but must sacrifice your own Actions for the Turn to direct the beast.
- **Battle Ready:** Creatures trained for mounted combat can thrash and strike in harmony with their master. When riding Battle-Ready Mounts you benefit from an Attack Assist (→ p256).

ANIMAL INVENTORY

While animals can't use your gear, they can certainly carry it.

- **Inventory Slots:** An animal's Inventory capacity is determined by their size, and Slots are filled up in the same way as for a PC.

  Some Animals require a harness and packs to carry Gear, some can carry items in their mouths or claws.

  Retrieving an item from an animal's Harness takes 1 Action.
- **Riders:** The number of Slots a rider, and all their personal Gear, takes up is simplified to a single number based on their Species Size:
  - **Small Species:** 6 Slots.
  - **Medium Species:** 8 Slots.
  - **Large Species:** 10 Slots.

⚠ Characters with the Girthsome Quirk take up an extra Slot.

⚠ An Overburdened rider will Overburden their Mount (→ p270).

TAMING WILD ANIMALS

Animals, or unintelligent monsters, found in the wild must be Tamed (→ p277) during Downtime before they can be used as a Companion.

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PETS

Animals are domesticated for both companionship and protection. For adventurers they are invaluable allies.

GROWL



These furry canines are popular pets among common folk, but also the mount of choice for the tiny warrior. Selective breeding has resulted in some distinct breeds but all are uniformly fierce with a keen sense of smell.

7 MIGHT		+1 ATTACK	3 HEARTS
7 DEFT			
7 GRIT		14* DEFENSE	Fast SPEED
7 INSIGHT			
4 AURA			

Animal Abilities

- **Tracking:** Growls grant you an Edge on tracking or detecting quarry with a particular scent.
- **Super Sense:** They growl and snarl if someone unfamiliar close by is using magic of some kind, even if not visible or obvious.

Inventory Slots

- 6 Slots with a harness.
- Can be Mounts for Small Species.

Fighting

- Claws and fangs strike like a Quick Weapon (→ p153), providing a +1 Defense Bonus during a Fight*.
- When mounted, Growls are Battle Ready (→ p187).

75 Coins

BUZZER



Named after the curious humming sound they make, these large, scuttling insects have chitinous armor and a nasty nip. Vicious but loyal, Buzzers are popular with bandits and nomads due to their hardy nature.

7 MIGHT		+1 ATTACK	2 HEARTS
7 DEFT			
7 GRIT		15* DEFENSE	Average SPEED
3 INSIGHT			
3 AURA			

Animal Abilities

- **Buzz Off:** When they, or their owner, are under attack, Buzzers can raise the pitch of their hum to an unpleasant level. The Battlefield Area they occupy becomes Obscured (→ p251), unless your ears are protected.
- **Exoskeleton:** Their tough shell boosts their Defense by +4*.
- **Grazing:** They require an environment that contains vermin or other small creatures to Graze.

Inventory Slots

- 6 Slots with a harness.
- Can be Mounts for Small Species.

Fighting

- Mandibles strike like a Standard Weapon (→ p152).

75 Coins

PUDGE GRUB



About the size and weight of a ripe watermelon, these bright, doughy creatures waddle harmlessly all over Outer World. They are easy prey but survive through frequent asexual division. Most commonly used as low maintenance livestock, they also have practical uses for Adventurers.

3 MIGHT		+0 ATTACK	1 HEARTS
3 DEFT			
3 GRIT		11 DEFENSE	Slow SPEED
3 INSIGHT			
3 AURA			

Animal Abilities

- **Directable Decoy:** If urged in one direction, Pudge Grubs will trundle away until prompted to stop or go in another direction, much like a clockwork toy.
- **Delicious Decoy:** Their sweet smell and succulent appearance make Pudge Grubs irresistible to bestial predators, who must make a Grit Check to avoid stalking them.
- **Squashy Defense:** All crushing or squashing Attacks, such as fists or clubs, do 1 less Heart of Damage.
- **Edible:** If butchered they provide 3 Units of Hardy Rations (→ p177).
- **Grazing:** They require an environment of lush grass, fungus, or moss to Graze.

Inventory Slots

- 6 Slots with a harness.
- Can be really, really, slow Mounts for Small Species. The distance you can cover in one day is halved!

Fighting

- Nope.

20 Coins

FUZZCOIL



These hairy, serpentine creatures wrap themselves around their owners, keeping out of sight up sleeves or inside tunics. Their venom can be milked, diluted, and then sold as an anti-aging remedy. While this odd elixir does tighten the skin, the effect is only temporary.

5 MIGHT		+1 ATTACK	2 HEARTS
5 DEFT			
5 GRIT		13 DEFENSE	Fast SPEED
5 INSIGHT			
5 AURA			

Animal Abilities

- **Wearable:** The animal will wrap around a part of your body and remain there unless forced or ordered off. Easily mistaken for a harmless pelt by casual observers.
- **Venom:** Anyone bitten must make a successful Grit Check or become Disoriented (→ p269) for 4 Turns.

  Once poisoned, the afflicted cannot be affected by Fuzzcoil venom for another 24 hours.

Inventory Slots

- 1 Slot in their mouth, or coiled in their tail.

Fighting

- Strike like a Concealed Weapon (→ p152) and can make a Sneaky Swipe at a target, if worn or hidden. A successful hit is also venomous…

100 Coins

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SKREE



An umbrella term for small flying creatures, covering birds, bats, and moth-like species. Quick and intelligent, Skree can be trained to be aerial scouts and messengers.

4 MIGHT		+1 ATTACK	2 HEARTS
7 DEFT			
4 GRIT			
7 INSIGHT		13* DEFENSE	Fast* SPEED
4 AURA			

Animal Abilities

- **Fast flyer:** When in flight, a Skree is Fast*. When grounded, its speed is reduced to Average and its Defense Rating drops to 11.
- **Messenger:** Skrees can carry messages, or small items, to a location or character that they are familiar with. They will eventually wing their way back to you.
- **Sky Scout:** On a Journey, your Skree can act as a Scout (→ p228) with the following differences:
  - They get an Edge on their Stealth roll, as they are small and airborne. If detected, observers still might not think anything of it.
  - They cannot relay precise information, only indicate if the way ahead has: a serious threat, a potential threat, or no threat.
- **Grazing:** They require an open area populated by tiny vermin to Graze.

Inventory Slots

- 1 Slot in Talons, or Beak.

Fighting

- Skrees cannot damage targets larger than themselves, but they can flutter and harry your foes, providing an Attack Assist (→ p256).

100 Coins

PURR



Small, capricious feline creatures that are, at best, casually attached to their owners. While they avoid a fight when possible, their sly interventions can be useful. Most Purrs are covered in colorful fur, though hairless and scaled breeds exist.

4 MIGHT		+0 ATTACK	2 HEARTS
8 DEFT			
4 GRIT			
8 INSIGHT		11 DEFENSE	Average SPEED
4 AURA			

Animal Abilities

- **Slinky:** Nimble and acrobatic, Purrs have an Edge on all rolls involving climbing, getting to high places, and landing safely.
- **Occasional Obedience:** Purrs are able to understand simple commands like "Knock that over" or "Catch that", but sometimes they simply don't feel like doing it. You must make a successful Aura Check to instruct your Purr.

  Once per session, your GM can direct your Purr to act independently, this might prove costly or useful. You must make an Aura Check to stop them.
- **Grazing:** They require an area containing small mammals or vermin to Graze.

Inventory Slots

- Purrs refuse to wear a harness or be used as a Mount. However, they can snatch and carry small items in their teeth.

Fighting

- Purrs cannot damage targets larger than themselves, but they can perform Combat Tricks (→ p256).

75 Coins

MOUNTS

Trained creatures that allow you to rest on your travels, and maybe lend you some extra weight during a fight.

JUMBUG



Giant insectoids with powerful hind legs that rocket them forwards. Notoriously dangerous to ride, these beasts' unusual propulsion method them helps traverse the most tortuous terrain. Jumbugs are also famed for the soft chirping sounds they make while settling down, soothing for both owner and beast.

9 MIGHT		+0 ATTACK	3 HEARTS
9 DEFT			
4 GRIT			
4 INSIGHT		15* DEFENSE	Fast SPEED
4 AURA			

Mount Abilities

- **Exoskeleton:** Their tough shell boosts their Defense Rating by +4*
- **Boing:** The Jumbug is capable of Supernatural Leaping (→ p107). Any jumps attempted during a Fight, or similarly tense situation, require the rider to make a Deftness or Might Check to avoid falling off and being Toppled (→ p271).
- **Grazing:** They require an environment with plentiful flora or fungus to Graze.

Inventory Slots

- 12 Slots with a harness.

Fighting

- Mandibles strike as a Standard Weapon.

200 Coins

MOKKO-DO



These fluffy, flightless birds are much quicker than they appear. Their speed and reliability has made them one of the most common mounts on Outer World. This popularity has also inspired best-of-breed shows, races and other novelty events capable of drawing large crowds. Pedigree specimens, with rich or attractive plumage, will cost twice the market price.

8 MIGHT		+0 ATTACK	3 HEARTS
8 DEFT			
5 GRIT			
5 INSIGHT		11 DEFENSE	Fast SPEED
5 AURA			

Mount Abilities

- **Useful Beak:** The Mokko-Do's beak, while unsuitable for combat, is precise enough to grab and hold onto most items that a human could, though using most of them is still beyond the creature.
- **Mokko-yolk:** When Camping on a Journey, females can produce an egg a day, equivalent to 1 Ration, providing the animal is not suffering from Starvation (→ p271).
- **Grazing:** They require an environment with lots of grass or coarse flora to Graze.

Inventory Slots

- 12 Slots with a harness.

Fighting

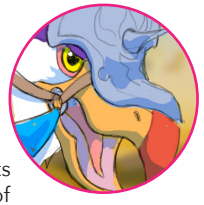
- Talons strike as Standard Weapons.

150 Coins

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ROKKO-DO



The larger and more fearsome cousin of the Mokko-Do. These creatures are difficult to train and prone to bluster, but ultimately fierce and loyal mounts once tamed. Rumors of the flying Black Rokko-do persist despite no recorded sighting for hundreds of years. Highly valued steeds among noble warriors.

9 MIGHT	+2 ATTACK	4 HEARTS	
9 DEFT			
9 GRIT			
5 INSIGHT	11 DEFENSE	Fast SPEED	
5 AURA			

Mount Abilities

- **One Master:** Rokko-Do will become extremely attached to you if you treat them well.
  - An Aura Check is required to coax them into allowing another person to mount them.
  - They will refuse to leave you behind if you fall in battle, either dragging your body to safety or standing over you to ward off attackers until help arrives.
- **Fearlessly Loyal:** Rokko-Dos automatically pass Loyalty Checks (→ p183).

Inventory Slots

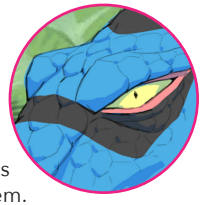
- 12 Slots with a harness.

Fighting

- Beak and Talons strike as Standard Weapons.
- Rokko-Dos are Battle Ready (→ p187).

275 Coins

LARGZARD



These irrepressible lizards are admired for their ferocity in battle, less so for their servility. The high price reflects the difficult and dangerous process of training them. The legendary flame-breathing Crimson Largzard has never been caught, let alone tamed. Used by immense warriors too bulky for standard Mounts.

10 MIGHT	+3 ATTACK	5 HEARTS	
10 DEFT			
10 GRIT			
4 INSIGHT	15* DEFENSE	Average SPEED	
4 AURA			

Mount Abilities

- **Ravenous:** These creatures must consume 2 Units of Rations a day. Failure to do so will prompt the Largzard to attack and kill for food, usually targeting your smaller companions first.
- **Scutes:** Their thick scales provide fortification, boosting their Defense Rating by +6* but making them less nimble than other mounts.
- **Blood Lust:** Directing these violent creatures away from a Fight requires a successful Aura Check. Failure means they enter the fray, often carrying you with them.

Inventory Slots

- 16 Slots with a harness.

Fighting

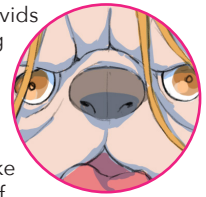
- Bite strikes as a Mighty Weapon.
- Tail strikes as an Arc Weapon.
- Largzards are Battle Ready (→ p187).

500 Coins

PACK BEASTS

While other creatures can help you carry things, Pack Beasts are bred for it. Not built for speed, just sturdy and resilient.

SHAGGY BUMPO



These humongous bovids have a fluffy, charming appearance that belies their rugged frame. Their strength, coupled with a compliant nature, make them perfect beasts of burden. The Bumpo is a paternal animal, and will 'adopt' unattached youths, which they will then vigorously defend.

10 MIGHT	+0 ATTACK	4 HEARTS	
3 DEFT			
10 GRIT			
3 INSIGHT	9 DEFENSE	Average SPEED	
3 AURA			

Pack Beast Abilities

- **Shaggy:** A Bumpo may be shorn once a year, providing 2 Units of Bumpo Wool (Trade Goods). Their fleece is a great raw material for crafting Cold Weather Outfits (→ p172).
- **Bumpo Cream:** Females can be milked once a day to produce 2 Ration's worth of cream, providing the animal is not suffering from Starvation (→ p271).
- **Grazing:** They require an environment with lots of grass or coarse flora to Graze.

Inventory Slots

- 20 Slots with harness.

Fighting

- Hooves and Horns strike as if Unarmed, a gentle giant.

400 Coins

GRUBBISH



Enormous, multi-legged and bulbous; Grubbish are awkward but stable beasts. Having originated in the Mana Wastes, these creatures are extremely resilient, and this has made them popular with travellers and traders that operate in inhospitable locations. Most Grubbish have a simple, mask-like face, but some rare specimens look unnervingly human.

10 MIGHT	+0 ATTACK	3 HEARTS	
4 DEFT			
10 GRIT			
4 INSIGHT	9 DEFENSE	Average SPEED	
4 AURA			

Pack Beast Abilities

- **Will-less:** They are rather dull creatures, and will obey their owner without question. Grubbish never need to make Loyalty Checks.
- **Iron Guts:** Grubbish can eat spoiled or even poisonous food.
- **Filth dweller:** Grubbish are immune to being Putrefied (→ 270), as well as any ill effects from ingested toxic materials.
- **Grazing:** They can Graze anywhere there is something organic to eat.

Inventory Slots

- 20 Slots with harness.

Fighting

- Feelers strike as if Unarmed.

435 Coins

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COMPANION SIZE COMPARISON



Scamp
Follower
(→ p185)



Scholar
Follower
(→ p185)



Guide
Follower
(→ p186)



Custrel
Follower
(→ p186)



Mokko-Do
Mount
(→ p191)



Purr
Pet
(→ p190)



Skree
Pet
(→ p190)



Fuzzcoil
Pet
(→ p189)



Buzzer
Pet
(→ p188)



Pudge Grub
Pet
(→ p189)

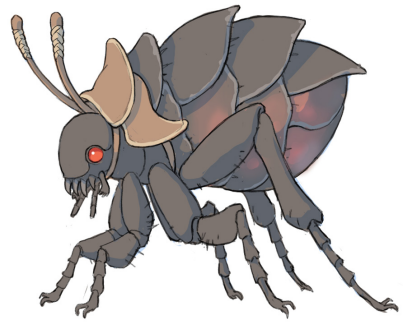


Growl
Pet
(→ p188)

Shaggy Bumpo
Pack Beast
(→ p193)



Rokko-Do
Mount
(→ p192)



Jumbug
Mount
(→ p191)



Largzard
Mount
(→ p192)



Grubbish
Pack Beast
(→ p193)

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VEHICLES

Mounts won't be able to traverse some of Outer World's most hostile terrain, or cover large tracks of land or sea without pause. For these occasions you'll require a Vehicle.



Vehicle Use

- **Crewing:** To control a Vehicle without penalty, you need the stated number of personnel.
- **Fuel:** Each Vehicle requires energy to move. This could come from your direct physical effort, harnessing an abundant natural resource, or using a Fuel or a Spell Engine.

  Unless the vehicle is PC-powered, you avoid Fatigue if you Rush (→ p229) on a Journey.
- **Traversable Terrain:** This describes the environments the Vehicle is designed to operate in.
- **Journey Time:** Unless otherwise stated, a Vehicle doubles the distance you can travel in one day, when on a Journey (→ p222).

Inventory Slots

- Vehicles are subject to the same rules as Animals when carrying Gear (→ p187), except Vehicles will not move if Overburdened.

PILOTING VEHICLES

Vehicles come in a huge variety of shapes and sizes, each designed for a very specific purpose.

- Standard operation requires no Checks but your GM will decide if a difficult, or delicate, manoeuvre requires the pilot to make a Deftness Check.
- Piloting rolls suffers a Snag if you don't have the required crew.
- **Driving lessons:** Your GM will decide if large, or sophisticated, Vehicles need a session of Downtime to master. Piloting without any training will incur a Major Penalty (-4) on piloting rolls.

FIGHTING WITH VEHICLES

Fights can take place on, against, and between Vehicles.

Vehicle Combat

- **Battlefield:** Vehicles can be described as a Battlefield (→ p248) during a Fight. Your GM will divide a Vehicle into specific Battlefield Areas and apply any appropriate Area Conditions.

  For example, the cockpit of a Walker (→ p198) might be 1 Area that is Sheltered and Cramped and the Walker's limbs might be represented by another Battlefield Area.
- **Damaging Vehicles:** Attempting to damage a vehicle is covered by the Sundering rules (→ p263).

  For example, a Walker's cockpit is made of metal (Very Hard) would have a Defense Rating of 18, and is roughly the size of a cart so it would have 12 Hearts.

  Your GM might rule that some craft are too large to destroy completely with normal Attacks.
- **Speed Rating:** Your GM will decide on a Speed Rating for any Vehicle when engaged in a Fight.
- **Battle Manoeuvres :** During a Fight, changing the direction or speed of a Vehicle requires the entire crew to use their Action.

CORACLE

Single person boats used for fishing. Easily carried, but not for open waters.

Vehicle Use

- **Crewing:** 1 pilot.
- **Fuel:** PC-powered
- **Traversable Terrain:** Waterways and other calm waters, such as lakes, rivers, or stretches of coastline.

Inventory Slots

- 10 Slots.

2 Slots (when carried) • 80 Stones

VELOCIPEDE

Single person, pedal-powered machines used for speedily getting around urban area. Popular with Post Paw couriers.

Vehicle Use

- **Crewing:** 1 pilot.
- **Fuel:** PC-powered
- **Traversable Terrain:** Designed to travel along Roads, you are slowed to foot speed on other types of land Routes.

Inventory Slots

- 10 Slots.

3 Slots (when carried) • 45 Coins

CART

A small, typically one-beast, cart employed by merchants, farmers and nomads.

Vehicle Use

- **Crewing:** 1 driver.
- **Fuel:** A Cart needs to be tethered to a Pack Beast ,Mount, or a PC with Supernatural Might!

  Carts can be chained together in a train but require one beast per cart.
- **Traversable Terrain:** If Trailblazing (→ p226) you are slowed to foot speed.
- **Journey Time:** If pulled by a PC the distance covered in one day is same as if travelling by foot.

Inventory Slots

- 80 Slots.

1 Gem

BREEZE RIDER

These difficult to master gliders are rare treasures coveted by adventurers and collectors alike. Their Sky Steel frames make them super light, and while they are too cumbersome to carry, they can be pulled along like a kite with a little effort.

Vehicle Use

- **Crewing:** 1 pilot.
- **Fuel:** Thermal winds.
- **Traversable Terrain:** Any Terrain.
- Take-off requires a running start.

Manoeuvring

- Landing requires a Deftness Check.
- Making a difficult manoeuvre, such as flying through a crowded space, or stabilizing the Breeze Rider after being hit, requires the driver to make a Deftness Check.
- Failing a Deftness roll to land or manoeuvre results in a crash and the rider suffers a Falling/Impact Injury (→ p267).

Inventory Slots

- Breeze Riders can carry a Small, Medium, or Large pilot as long as they are not Overburdened.
- An additional passenger can hang onto the glider, but piloting rolls suffer a Snag.
- Pets can ride along without inflicting this penalty on the pilot.

2 Slots (when pulled) • 3 Gems

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SKIMMER

These versatile craft float just above the ground, making travel across challenging terrain much faster.

Vehicle Use

- **Crewing:** 1 pilot.
- **Fuel:** Skimmers include a Large Spell Engine. 1 Charge powers the vessel for three days.
- **Traversable Terrain:** They glide across land and sea, and are not slowed by Difficult Terrain.

Inventory Slots

- 35 Slots.

8 Gems

FELUCCA

This small sailing vessel, employed around the Twilight Meridian, has become popular among adventurers as it only requires a relatively small crew.

Vehicle Use

- **Crewing:** 1 pilot and 2 assistants.
- **Fuel:** Sails harness the wind, but emergency oars require PC-power.
- **Traversable Terrain:** Open seas.

Inventory Slots

- 80 Slots.

6 Gems

CLOUD BREAKER

These small sky ships are used by the wealthy for island hopping in the Galvanus Archipelago. The vessel's hull is constructed from Sky Steel or Floatstone, which keeps the craft perpetually aloft as well as magically resistant to wear and tear. Cloud Breakers come with exquisitely decorated anchors which bear the mark of their constructors yard. For locomotion, sky sailors harness the winds in the same way as their marine cousins.

Vehicle Use

- **Crewing:** 1 pilot and 1 assistants.
- **Fuel:** Sails harness the wind.
- **Traversable Terrain:** Any.

Inventory Slots

- 50 Slots.

12 Gems

WALKER

The first walkers were created by Goblin engineers who wanted a means of tirelessly traversing the undulating tunnels of the Buried Kingdoms. The pilot, and any passengers, sit inside a metal cockpit which controls its multiple mechanical limbs. Walkers are not nimble, but their long strides allow them to easily move over terrain that would normally slow you down, like a swamp or rocky landscape.

Vehicle Use

- **Crewing:** 1 pilot.
- **Fuel:** Walkers include a Large Spell Engine. 1 Charge powers the machine for one day.
- **Traversable Terrain:** Any overland terrain.

  Walkers are not slowed by Difficult Terrain (→ p225), as their long legs negate uneven surfaces.

Inventory Slots

- 25 Slots.

6 Gems

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VEHICLE SIZE COMPARISON



Coracle
Taagan Tub
(→ p197)

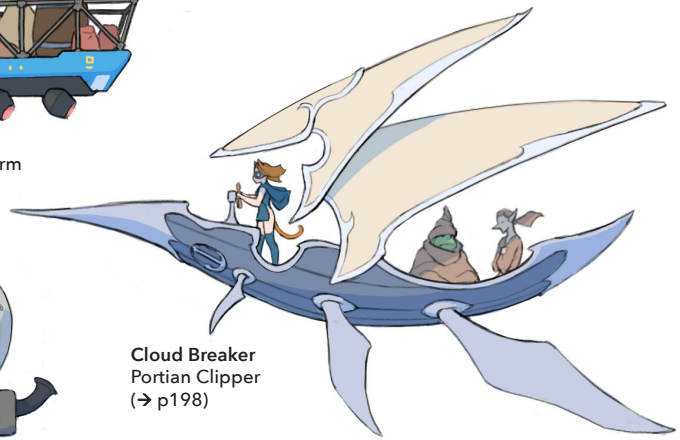
Velocipede
Paw Post Pushbike
(→ p197)

Cart
Traveller's Wagon
(→ p197)

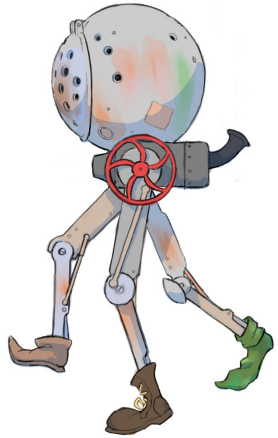
Breeze Rider
Wind Wing
(→ p197)



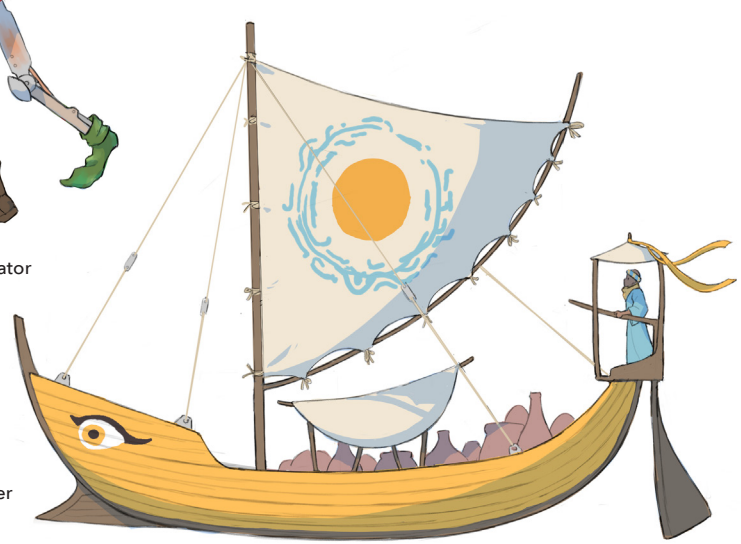
Skimmer
Gleysian Sky Platform
(→ p198)



Cloud Breaker
Portian Clipper
(→ p198)



Walker
Gobbo Ambulator
(→ p198)

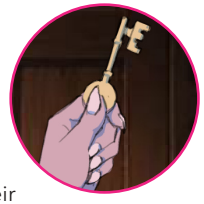


Felucca
Galvanus Trader
(→ p198)

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PROPERTY



Most folk rent or have mortgage agreements with their communities or local landowners. Adventurers can have trouble securing these loans due to their transient nature and risky line of business.

- The listed prices are a guide and will vary with location. Major cities and ports will be double or triple the price.
- Houses left empty for long periods are prone to burglars or squatters. You might need a Companion to house-sit.

HUT

Small, single-room homes found in rural settlements or as standalone shelters in the wilderness. Built with local techniques and materials, they range from the egg-shaped pods of Shard to the floating lodges of the Galvanus Archipelago.

- A Hut can comfortably house 2 people and their possessions, 4 in cramped conditions.

80 Coins

TOWNHOUSE

Boasting 4-6 rooms, and occasionally a basement or second floor, townhouses are often occupied by wealthier families. Less characterful than improvised huts, but more solidly constructed.

- A Town House can comfortably house 4 people and their possessions, 8 in cramped conditions.

6 Gems

WORKSHOP

Crafters need access to a Workshop to create their complicated constructions.

- Workshops are big enough to accommodate 2 workers at once, and stocked with tools and materials for crafting.
- Workshops are specific to one Crafting Discipline, and include tools and enough supplies for 10 crafting sessions.

Workshop (Tools & Supplies)
3 Gems

Restock Supplies
50 Coins



Hut
Starlight Farmer's Pod



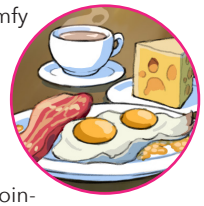
Townhouse
Blacktower



Workshop
Merona's Miraculous Muffin Factory

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SERVICES



Spend a night in a comfy bed, send a parcel back home, or even board an airship to the other side of the world. While not exactly gear, services provide value to the coin-heavy and time-light.

ROOM & BOARD

The road is long and unforgiving. A bed and a well cooked meal is a simple, well-deserved luxury.

- Room & Board will provide you with adequate food and sleep to avoid the effects of Starvation and Fatigue for a day.
- More expensive establishments may include extra perks:
  - **Hearty Meal:** A big breakfast served alongside fine coffee or tea starts the day well. Gain an Edge on your first Insight roll of the day.
  - **Excellent Service:** Dedicated and friendly staff leave you feeling peppy. Gain an Edge on their first Aura roll of the day.

Basic Room & Meal
10 Stones a night

Pleasant Room & Hearty Meal
20 Stones a night

Luxurious Suite, Hearty Meal, & Excellent Service
10 Coins a night

WORKSHOP RENTAL

Crafters need an appropriate space to practice their art. Fortunately, the required Workshops can be rented from trade organizations, universities, local governments, or willing individuals.

- Workshops can be rented for a Downtime Crafting session or a single Repair.
- Materials are not included in the price and must be provided by the craftsman.
- Some Workshops will have basic Materials and Additives for sale, but exotic items will be scarce.
- Using a High-end Workshop grants you a Minor Bonus (+2) on your Crafting roll.

Basic Workshop
2 Coins per Downtime Session

High-end Workshop
20 Coins per Downtime Session

TREATMENT SERVICES

You've been wounded and your priority on entering town is to find the local physician (or mechanic!) to patch you up,

- During Downtime you can pay a physican, or Gadgeteer if you are a Bio-Mechanoid, to remove an Injury of your choice.

  This paid treatment can work in conjunction with Heal an Injury (→ p273), enabling you to heal 2 Injuries during Downtime.
- Severed or Mutilated limbs can be replaced with Prosthetics (→ p262).

  Not all treatment centers will have access to prosthetics, or be able to conduct this type of surgery.

Remove Injury
5 Coins

Prosthetic Graft
5 Gems

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CRAFTER COMMISSION & REPAIR

If you want a bespoke weapon or potion created, or need your favorite suit of armor patched up, then commission a Crafter.

- **Fixing Standard Gear:** Costs ½ the list price of the chosen item (rounded up).
- **Commissioning Customised Gear:** Costs 50% more than the calculated list price (rounded up).
- **Crafting Imbued Gear:** Refer to the costs of Crafting Imbued Gear (→ p286), then add an extra 50% (rounded up).

  Note that not all Crafters are able to work with, or have access to, the Magic Materials and Additives required to make Imbued Gear.

Varies (See above)

RECREATIONAL ATTRACTIONS

Opera houses, underground spas, and locations that focus on personal enjoyment are a rare treat in Outer World.

- There are two kinds of Recreational Attraction, each with a perk:
  - **Relaxing:** Allows you to perform both the Socializing and Heal an Injury Downtime Activities simultaneously.
  - **Entertaining:** Gives you an Edge on your Socializing rolls during Downtime.

5 Coins per Downtime Session

POST PAW SERVICES

While there are many local runners, they aren't much help when it comes to sending messages or items to another continent. Fortunately, the Paw Post provides adventurers with a reliable postal service. Paw Post Stations appear in many surprisingly remote places.

- Paw Post Stations will deliver messages and items to any other Paw Post Station, via their network of relay teams.
- Deliveries are guaranteed to arrive within 2 months.
- Deliveries are insured. In the event of loss/damage a full refund is offered.

Membership

- Allows 1 free delivery a month. Further services must be paid for normally.

Deliver Message (any distance)
1 Coin

Deliver Item in same Region
50 Coins per item (3 Slot Max.)

Deliver Item to another Region
1 Gem per item (3 Slot Max.)

Membership Card
5 Gems a year

INTERCONTINENTAL TRAVEL

Without access to an air or sea-going vessel, intercontinental travel is impossible. Fortunately, merchants and sailors with large enough ships will offer passage, for a price.

- When on an intercontinental voyage you can participate in 1 Downtime Activity, limited to what is available to you on the vessel.
- Pets travel free, but a seat must be paid for Mounts & Pack Beasts.
- You can choose to assist the crew on the voyage. This halves your fare, but forfeits any chance of indulging in a Downtime Activity.
- You can try to convince the captain of the vessel to take you into uncharted territory, but this will cost you double.

Maritime Vessel (Food & passage)
8 Coins per seat

Sky Ship (Food & passage)
16 Coins per seat

Other considerations
Trailblazing = Cost x2
Working = Cost ÷2

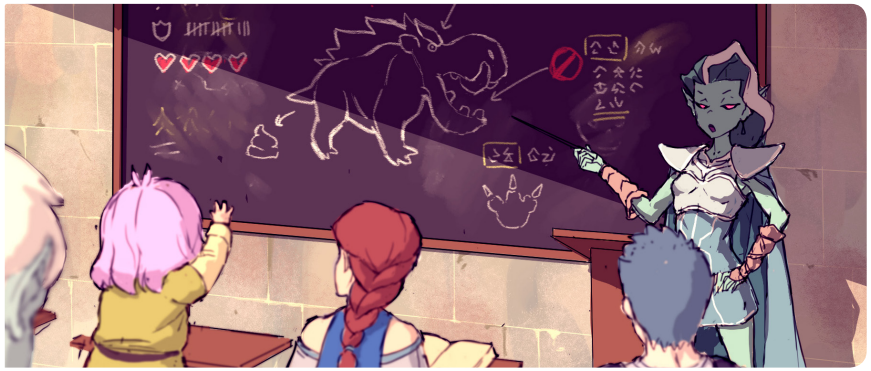
CREATING A CHARACTER
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Paying
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Services

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CHARACTER RANK

You start out hopeful and determined, motivated by a sense of adventure, but you'll need to learn on the job if you want to survive longer than a week.



ABOUT CHARACTER RANK

Rank: Represents your power in the game world. You start at Rank 1 and can rise to Rank 10. The higher your Rank, the more powerful you become, and the more you will be respected and revered by those you encounter. Some of the satisfaction of playing BREAK!! comes from rising through the Ranks to become a legend.

Experience Points (XP): To rise in Rank you must earn Experience points. Your GM awards these to you for playing the game and achieving specific goals or overcoming difficult challenges.

MANA, ALLEGIANCE, GIFTS

Mana: The PCs readily absorb mana, the magical energy that flows throughout the Outer World. This allows them to rapidly develop skills and powers that take ordinary folk a lifetime to master.

Allegiance: When you choose Magic Abilities that draw on Bright or Dark sources of mana you will start to form an Allegiance (→ p206), and the world and its inhabitants start to look at you differently.

Gifts: Deepening your Allegiance with the Bright or Dark will eventually result in a Gift: a physical alteration that results from heavy interaction with such powerful forces.



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CHARACTER RANK
Advancing in Rank
Allegiance

ADVANCING IN RANK

RANK

Rank sets your Base Aptitudes, Combat Stats, and the number and type of Abilities you have.

- You start at Rank 1 and can rise to a maximum of Rank 10.
- You move to the next Rank when you gain the required number of XP stated on your Calling's Advancement Table.
- Your Calling's Advancement Table will tell you whether your new Rank increases your Aptitudes or Combat Values, or grants you a new Ability.



Use Rank to determine how GMCs react to PCs. A tavern will fall silent when a powerful band of heroes enter, but no one will notice the arrival of fledgling adventurers!

EARNING XP

XP represent your character's personal growth. XP are earned for:

- **Effort:** Awarded for spending time playing the game, and…
- **Achievement:** Awarded for progress or accomplishing a significant goal.

- Your start with 0 XP.
- XP are awarded by your GM at the end of each Session (→ p211).
- You receive 1 XP for Effort for each hour spent actually playing.
- Your GM also awards discretionary XP for Achievement.
- All PCs are awarded equal Achievement XP, even if they were not directly involved in earning them.
- Record the XP on your Character Sheet. If you have accumulated enough XP to advance to the next Rank update your PC accordingly. You start the next Session in your new Rank.

ACHIEVEMENT XP

How Achievement XP is awarded can vary from game to game, it all depends on the goals you set with your GM.

Determining Achievement XP

- Discuss and agree with your GM how Achievement XP will be awarded before you play.
- You will be awarded 1-3 XP for each recognized Achievement at the discretion of your GM.

Example Achievement XP awards

1 XP awards

- Defeating or pacifying more powerful or numerous opposition.
- Braving a peril where failure would result in certain injury or death.
- Discovering, or investigating, a new mystery or adventure.
- Obtaining some great reward or important knowledge.
- Experiencing something wonderfully rare or soul enriching.

2 XP awards

- Accomplishing a goal with an unorthodox or creative solution.
- Making effort to improve or support a community in need.
- Demonstrating excellent teamwork during the adventure.

3 XP awards

- Converting a hated enemy into a true friend or ally.
- Completing some grand multi-session adventure or endeavor.
- Willingly sacrificing a valued possession or suffering injury to help others.
- Having a Team epiphany or revelatory moment. For example, discovering your patron is the villain!

ALLEGIANCE

Those who dabble with magic may end up with an Allegiance to either The Invincible Bright or The Profound Dark. Having an Allegiance will change the way some magic and creatures interact with you.

`Gaining Allegiance Points

- You start with 0 Allegiance Points.
- When you gain a Magical Ability you may also gain a Dark D or Bright B Allegiance Point.

  Record the number and type of points you accrue on your Character Sheet.

⚠ Creatures, items, and effects can also cause you to temporarily, or permanently, gain Allegiance Points.

Determining your Allegiance

- **Dark Aligned:** Your Dark Allegiance Points exceed your Bright by 2 or more.
- **Bright Aligned:** Your Bright Allegiance Points exceed your Dark by 2 or more.
- **Twilight Allegiance:** Neither type of Allegiance Point exceeds the other by 2 or more.
- **Unaligned:** You have 1 or less Allegiance Points.

GIFTS

If you draw too deeply from one of the cosmic forces your fragile form will alter.

Gaining a Gift

- Accruing 3 Bright Allegiance Points results in a Gift from the Bright Gift Table (→ p206).
- Accruing 3 Dark Allegiance Points results in a Gift from the Dark Gift Table (→ p207).

⚠ Allegiance Points gained temporarily from an area or items affect your Allegiance but do not count when calculating Gifts.



A Gift does not provide a PC with any benefits, but those they encounter should be suitably reverential.



Bio-Mechanoid Gifts are mechanical variants. For example, Bone Spikes might become Protruding Bolts.

BRIGHT GIFTS TABLE

Choose or roll your Bright Gift

1-2

Luminescent Tattoos
Faintly glowing lines have appeared across your body, forming patterns.



3-4

Serpent Eyes
Your eyes never shut, you don't blink, you even stare in your sleep.



5-6

Halo
An arc of softly glowing light crowns your head, but can be covered by a hood.



7-8

Resonant Voice
Your voice has developed an authoritative, ethereal echo.



9-10

Feathers
You've sprouted long, radiant feathers across your shoulders.



11-12

Aesthetic Consistency
Your appearance has become unsettlingly symmetrical.



13-14

Scaled Joints
Patches of glistening scales have replaced the skin around your joints.



15-16

Prismatic Hair
Your hair has become extremely long and shimmers different colors.



17-18

Elongation
Your fingers, limbs, face, and torso are lengthened just enough to be noticed.



19-20

Third Eye Gem
A jewel of your favorite color has emerged in the center of your forehead.



DARK GIFTS TABLE

Choose or roll your Dark Gift

1-2

Horns
Horns, or antlers, protrude from your temples or forehead.



3-4

Opaque Eyes
Your eyes have clouded over and become a single flat color.



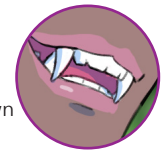
5-6

Devil's Tail
You've grown a small, non-useful tail that whips back and forth.



7-8

Fangs
Some of your teeth have sharpened and have grown more prominent.



9-10

Melodious Voice
Your voice can now make even harsh words sound soothing.



11-12

Winter's Embrace
Your body has become cool to the touch, and the air around you is chilled.



13-14

Bone Spikes
Small, bony protrusions have broken through your skin in small patches.



15-16

Bestial Mane
Your hair has become long, thick and magnificently unruly.



17-18

Raptor's Talons
The nails on your hands and feet have hardened into sharp curved points.



19-20

Shadow Mark
A symbolic inky scar appears on your cheek or forehead.



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PLAYING THE GAME



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GAME BASICS

Once you've created Player Characters and your Games Master has created an Adventure, you're ready to start playing the game.



WHAT YOU'LL NEED TO PLAY

- **Players & Player Characters (PCs)**: Each Player needs to create a Player Character (PC).

  As a player you choose what your PC says and does in the game world.

  You need at least 1 player, though the game is designed to work best with a small group of 2-4.

- **A Game Master (GM)**: This is a special type of player that is part referee and part storyteller.

  Your GM will describe how the game world reacts to your PC's actions and arbitrates the rules.

  They also control all the Game Master Characters (GMCs) the PCs encounter on their travels.

  There is only one GM.

- **An Adventure**: This is the quest or mission that your PCs participate in.

  Your GM can create their own adventure or use a ready made one.

- **A twenty sided die (d20)**: You will need a die or other fast random number generator set between 1 and 20.

- **Pencils & paper**: You'll need to track changeable information during play.

  You will track your PC's health, inventory, and any other notes they feel are helpful.

  Your GM will track the status of the GMCs and any other useful information they decide is helpful to running the game.

- **Knowledge of the rules**: Your GM should be familiar with the Rules, but as a player you are encouraged to help out and make an effort to know how your PC's Abilities and Gear work.

  If a dispute occurs over the rules your GM's decision is final.



You'll also need your Imagination! Get invested in the adventures of your PCs and drag the other players in with you!



The cheat sheets in the appendix are a quick way to refresh your memory when you forget a rule (→ p480).

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PLAYING THE GAME

A game of BREAK!! can be a short one-off experience or a longer, repeated activity. The game's length can be broken into three stages:

- **A Session:** This is a block of time allocated to playing the game, typically a few hours. A Session ends when convenient for the players. A Session can finish on a natural break or on a cliffhanger. If required, the game can be resumed on a subsequent Session.
- **An Adventure:** This is a period of play where the PCs embark on,and conclude, a quest, mission, or mystery. A large Adventure can run over several Sessions.
- **A Saga:** This is a sustained period of play where PCs engage in a series of Adventures over many Sessions. A Saga can see the PCs advance from Rank 1 through to Rank 10. Even at Rank 10 a Saga need only end when the players feel the game has run it's course or reached a logical conclusion.

SESSION FORMAT

A session has three simple phases:

- **Session Start:** Your GM begins a Session with a short summary of what the PCs have set out to achieve, or are in the process of achieving.

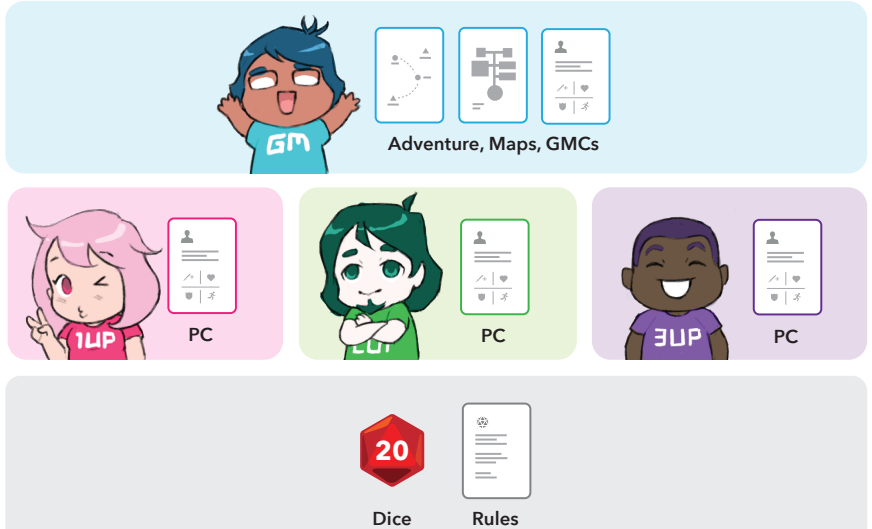
  This is a good time for you to clarify anything you are confused or concerned about!

- **Play:** The players and the GM engage in General Play (→ p212) and use the appropriate Focused Rules (→ p215) when required.
- **Session End:** At end of a Session your GM will award you with XP for Effort and Achievement (→ p205). If you have enough XP, your PCs advance in Rank and you can update your Character Sheets accordingly.

  It's also useful to broadly agree what direction your players intend to go in the next Session, so you can prepare ahead of time.

COMPONENTS OF PLAY



GENERAL PLAY

Most of the time, playing is a conversation between the players and the GM, with each taking turns to speak and react to what the other is saying. Like any successful conversation, General Play is dependent on listening and exchanging clear information.

GAME MASTERS

Your GM describes the environments and situations the PCs are in, and the actions, and reactions, of any creatures or characters they are interacting with.

- Your GM describes what the PCs see, hear, smell, or otherwise sense.

  "The jungle is alive. Every surface is teeming with vibrant insectoids, their curious chirps and clicks fill the humid air. The thick canopy provides the under dweller's eyes a welcome respite from the unrelenting sun."

- Your GM describes any events or predicaments you encounter that require you to make a decision or take action.

  "An underground river blocks your path, it is rushing past at quite a speed. It's about 20ft across and it's hard to tell how deep it is with casual observation. There is a tunnel entrance on the other side of the river, which is illuminated by a distinctive blue light."

- Your GM describes the consequences of the PC's actions (or inaction!)

  "Slatha responds quickly to your comment, she throws back her chair and rises to her full height, head and shoulders almost scraping the ceiling. She points directly at you and says, 'What did you call my mother?'"



Your descriptions don't have to be poetic, but should provide enough useful information for your players to react.

PLAYERS

Players tell the GM how their PCs react to a presented situation.

- You can ask your GM to provide more details about your current predicament by asking clarifying questions.

  "Is the blue glow from the tunnel the exact same color as the ghost knight we encountered earlier?"

- You describe your PC's actions and intentions to your GM.

  "I move closer to the bank and peer into the rushing river, to see if I can see the bottom."

- You can propose a coordinated group action, but must get the consent of the other players whose PCs are required to participate.

  "I think Graag should toss Pipi across the river tied to a rope. What do you think guys?"



When describing your PC's actions you can either role play by putting on a voice, getting into character, and referring to your PC in the first person, or you can simply describe what your PC is doing. Communicate in whatever way feels comfortable!



Group conversations can get messy, people speak over each other and comments are missed. If your players' intentions aren't clear, ask one of them to summarise the group's plan.

Also make sure everyone who wants to contribute is allowed to do so.

TRIGGERING FOCUSED RULES

Large portions of the game are run in general play but when the PCs perform specific activities, like Explore or Craft, the GM will follow simple, set procedures called Focused Rules (→ p215) to determine the outcomes.

MANAGING GAME TIME

Part of the GM's job is to describe the passage of time. Keeping track of time during general play is done informally, when exact timings aren't critical. For example, your GM might say "an hour passes" or, "a few days go by" before going on to describe your next meaningful experience or encounter.

THE DIFFERENCE A DAY MAKES

After the Sun Machine was sundered, the sky ceased to be a useful guide to the time of day. However, the passing of 24 hours in Outer World is still recognized as a day.

- **Acknowledging the start of a new day is important.** Your GM will announce the passing of each day as it depletes resources, such as Rations, and recharges certain expended Abilities.

  The advent of a new day is particularly important when you're out on a Journey (→ p222).

- **Adventures can be time sensitive.** Your adventure may have a series of events or encounters that are triggered with the passage of time. In this case, the GM will need to keep track of the days a little more closely.

TIME-CRITICAL SITUATIONS

When what's happening moment to moment is important, for example during a Fight (→ p244), your GM will split the game time into small chunks to work out the sequence of events:

- **Actions**: Actions are the smallest unit of game time, they are approximately 10 seconds long.

  Abilities, and other short tasks your GM feels take more than a few seconds, require a character to use their Action.

  When an Action is taken, its effects are immediate.

  Each character can make 1 Action per Turn.

- **Turns**: This is a series of Actions taken in quick succession by a group with shared intentions.

  The effects of these Actions are applied one after the other and happen before any opposing group can respond.

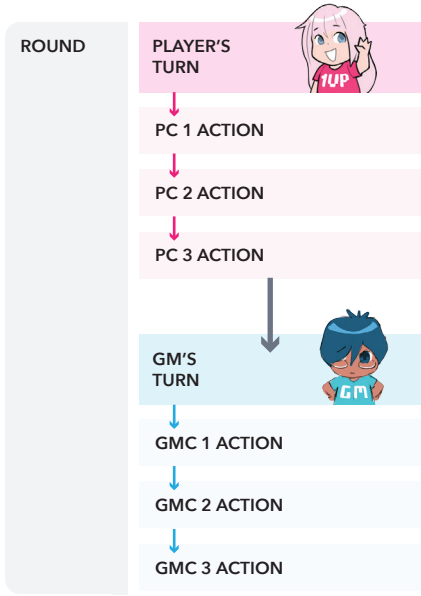
  The players will agree the order of, and execute, their PC's Actions on one Turn. Your GM will coordinate, and execute, any opposing group's Actions on another.

  The group that takes their Turn first is the one that triggered the time-critical situation. If there is any doubt, your GM can have the characters with highest Deftness from each side enter a Contest to determine who should go first.

- **Rounds**: Once each group has taken their Turn, a Round has been completed and, if required, a new one begins.

  Groups follow the established Turn order on subsequent Rounds.

ROUNDS, TURNS, ACTIONS



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ROLLING DICE

BREAK!! uses a twenty-sided die (d20). You'll roll it on four occasions:

- **Checks:** The majority of die rolls you'll make are Checks (→ p218). For these, you're trying to roll a target number or under to succeed.
- **Contests:** In a Contest (→ p219), you're trying to roll under a target number, but higher than the characters you're competing against.
- **Attacks:** When making an Attack (→ p254) on an opponent, you're trying to roll a target number or over to hit.
- **Tables:** Occasionally you'll roll on a table to see what happens. The result of your roll is then referenced against a list of outcomes. For example, when determining the type of Injury you suffer.

BONUSES & PENALTIES

Bonuses and Penalties represent positive and negative factors that influence your chance of success. They are applied to your roll because of an Ability, a rule, or at the discretion of your GM.



Awarding Bonuses whenever your players come up with an inventive ways to gain a situational advantage will encourage their creativity.

Bonuses

- There are two levels of Bonus:
  - **Minor Bonus (+2):** Positively affects the result of your roll by 2.
  - **Major Bonus (+4):** Positively affects the result of your roll by 4.

⚠ A Bonus will add to the rolled result when you're trying to roll high, but subtract from the result when you're trying to roll low.

Penalties

- There are two levels of Penalty:
  - **Minor Penalty (-2):** Negatively affects the result of your roll by 2.
  - **Major Penalty (-4):** Negatively affects the result of your roll by 4.

⚠ A Penalty will subtract from the rolled result when you're trying to roll high, but add to the result when you're trying to roll low.

Applying Bonuses & Penalties

- You can only benefit from one Bonus per roll. A Major Bonus is used over a Minor Bonus.
- You can only suffer from one Penalty per roll. A Major Penalty is used over a Minor Penalty.
- If both a Bonus and Penalty of the same level apply to your roll they cancel each other out.
- A Major Bonus is reduced to a Minor Bonus when opposed by a Minor Penalty, and a Major Penalty is similarly reduced when set against a Minor Bonus.

EDGES & SNAGS

An Edge provides you with another chance to succeed, while a Snag gives you another chance to fail.

Edges

- If you have an Edge you roll twice and use the most favorable result.

Snags

- If you have a Snag you roll twice and use the least desirable result.

Applying Edges & Snags

- You can only benefit from one Edge per roll.
- You can only suffer from one Snag per roll.
- If both an Edge and Snag apply to your roll they cancel each other out.



Having only one Bonus/Penalty, and Edge/Snag per roll keeps the game moving quickly and avoids stacking the odds too far in one direction.

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FOCUSED RULES

Focused Rules are invoked when you attempt a risky or unpredictable activity during play. These procedures determine the outcome of such activities.

During a Session you switch back and forth between General Play (→ p212) and Focused Rules as the game requires.



There aren't Focused Rules for every activity the PCs might attempt, but Checks & Contests can be used for most situations that aren't covered.

CHECK OR CONTEST



Checks and Contests are used when you challenge yourself with a feat of skill, strength, smarts or bravado.

ⓘ Check or Contest (→ p216)

JOURNEY



The Journey rules are used when navigating across Outer World and determine if you suffer any hardships or unexpected events on your travels.

ⓘ Journey (→ p222)

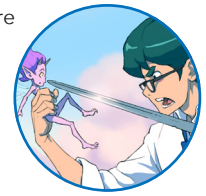
EXPLORE



The Explore rules are used when you enter dangerous locations, and determine what you encounter whilst there.

ⓘ Explore (→ p230)

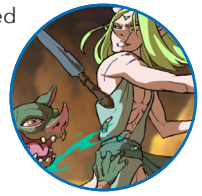
NEGOTIATE



The Negotiate rules are used when you attempt to influence a GMC's actions or thoughts.

ⓘ Negotiate (→ p238)

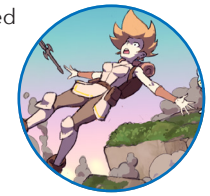
FIGHT



The Fight rules are used when you engage in combat with the enemy, or target a physical object for destruction.

ⓘ Fight (→ p244)

PERILS



The Peril rules are used if you are exposed to harmful effects like burning, falling, and drowning.

ⓘ Perils (→ p266)

DOWNTIME



The Downtime rules are used when you attempt to do something productive in the time between adventures.

ⓘ Downtime (→ p272)

CRAFT



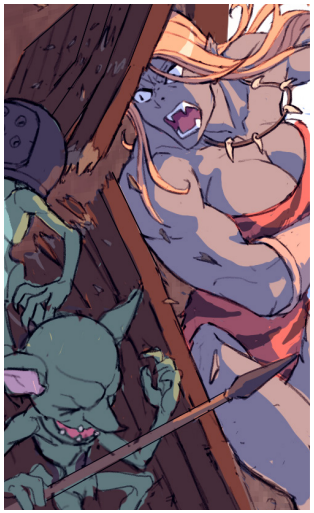
The Craft rules are used when you are attempting to create, customize, or repair an item with your Crafting Ability.

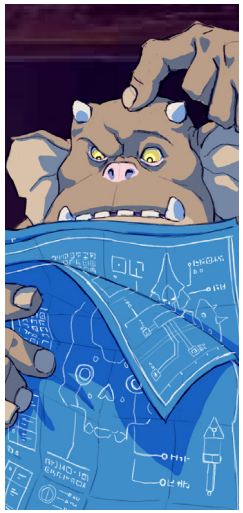
ⓘ Craft (→ p280)

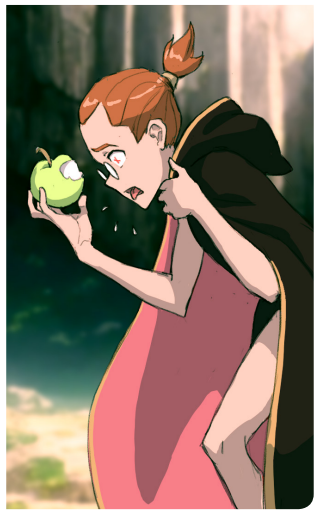
CHECKS & CONTESTS

When out on an adventure, you'll constantly push your PC to their limits, often pitting them against the rival characters and creatures you meet.









When to use these rules

Whenever your PC's physical or mental capabilities are in question you'll need to make a Check to see if their attempt is successful. You'll enter a Contest if you're testing your capabilities against another.

What these rules cover

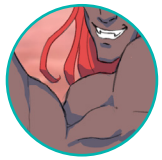
- What Aptitudes are used for.
- When and how to make a Check.
- When and how to enter a Contest.
- Using Linked Contests for prolonged competitions, like chases.
- Achieving Special Success.

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APTITUDES

Aptitudes measure your PC's physical and mental capabilities. You must roll under an Aptitude score when asked to make a Check or enter a Contest.

MIGHT



Might is used for tests of strength or brute force. A high score means you are athletic or able-bodied. A low score means you are scrawny or feeble.

DEFTNESS



Deftness is used for executing precise or graceful movements. A high score means you are agile or nimble. A low score implies you are clumsy or uncoordinated.

GRIT



Grit is used for tasks that require determination or resilience. A high score means you are tough or wilful. A low score implies you are frail or gutless.

INSIGHT



Insight is used for quick-thinking, observation, or comprehension. A high score means you are perceptive or astute. A low score implies you are witless or oblivious.

AURA



Aura is used to exude a commanding presence. A high score means you are charismatic or alluring. A low score implies you are easy to ignore or dislike.

CHOOSING APTITUDES

To make a Check you must use an appropriate Aptitude. If not explicitly specified in a rule or Ability, your GM will decide which is appropriate.

Example Checks…

- **Might Checks:** Kicking down a door, breaking free from bindings, lifting an extremely heavy object.
- **Deftness Checks:** Picking a lock, using a fiddly device, leaping out of the way of a monster's breath.
- **Grit Checks:** Holding your breath while struggling underwater, keeping focused in spite of pain or distraction, resisting the effects of toxic substances.
- **Insight Checks:** Understanding strange or esoteric writing, seeing through a clever illusion.
- **Aura Checks:** Getting the attention of a crowd, being noticed by the right people, shaking off the effects of a mind altering spell.

When entering a Contest, characters must use appropriate Aptitudes. If not explicitly specified in a rule or Ability, your GM will select Aptitudes for each contestant based on their approach.

Example Contests…

- **Insight vs. Might Contest:** Used for brains against brawn.
- **Deftness vs. Might Contest:** Used for precision against power.
- **Aura vs. Insight:** Used in a battle of passion over reason.
- **Insight Contest:** Used for a battle of wits.



If you can think of a good way to apply your highest Aptitude to a Check or Contest, tell your GM. For example, If someone is using Might to wrestle you to the ground, you could oppose them with Might. However, you may have a better chance of success using Deftness to wriggle out of their grip.

CHECK PROCEDURE

START

STEP 1

Triggering a Check

- An Ability or rule can prompt you to make a Check.
- Your GM can ask you to make a Check when you attempt a risky or challenging action where there is a consequence to failure.
- Your GM will ask you to make a Check when attempting to evade, endure, or resist an effect.

⚠ Checks are not required when there is time to make repeated attempts. You'll just succeed.

⚠ Checks are not possible for tasks or actions your GM deems impossible, or beyond the capability of your PC. You'll just fail.

STEP 2

Making a Check

- An Aptitude for your Check is selected. The Aptitude you use is described in the Ability or rule you are using, or if unspecified your GM will choose one appropriate to the situation.

  ⓘ Choosing Aptitudes (→ p217)
- Your GM will declare any discretionary Bonuses or Penalties that apply to the roll.
- Roll a d20.
- Apply any Bonuses, Penalties, Snags, or Edges to determine the final result.

⚠ In a time critical-situation, if not specified, your GM will decide if your Check requires the use of your Action.

STEP 3

Determining the outcome

- If the result of your roll is equal or lower than the selected Aptitude score, you succeed. The consequence of success, or failure, will be specified in the Ability or rule you are using, or is otherwise decided by your GM.
- If your unmodified roll matches the selected Aptitude Score exactly, you achieve Special Success.

  ⓘ Special Success (→ p221)
- If you roll a 20 prior to applying any Bonuses or Penalties, you automatically fail the Check.

END



Breaking down a wooden door would be a feat of strength, so Might would be an appropriate Aptitude Score to use in a Check, however…

If the PCs are not under any pressure, a Check would not be necessary. They will eventually break it down, but…

If they are being closely pursued and they have one shot at busting through before they are caught, then there is a consequence to failure and a Might Check would be required.



If you have a Quirk, Ability, Purview or Trait that's relevant to the Check you're making, ask your GM if you can benefit from a Bonus. For example, your Girthsome Quirk might improve your chances of shoulder-barging that door down.



If more than one PC is attempting the same Check with the same objective, for example bashing in the door, you can give the PC with the highest relevant Aptitude an Edge or Bonus rather than rolling several individual attempts. This will keep the game quick and decisive!

CONTEST PROCEDURE

START

STEP 1

Triggering a Contest

- An Ability or rule can prompt you to enter a Contest.
- Your GM will ask you to enter a Contest when your action is being opposed by a GMC or another PC.

STEP 2

Entering a Contest

- A Contest requires both sides to make a Check. The Aptitude each contestant uses is described in the Ability or rule you are using, or if unspecified your GM will choose the Aptitude most appropriate to the situation for each contestant.

  ⓘ Choosing Aptitudes (→ p217)
- Resolve the Checks using the Check Procedure (→ p218).

⚠ In a Contest, you are trying to get a result under an Aptitude but higher than the other contestants. This means…

- A Bonus might add or subtract from the rolled result, depending on what provides the most favorable result.
- You do not have to use the full amount offered by the Bonus if it will nudge you into failure, just enough to secure success.
- A Penalty might add or subtract from the rolled result, depending on what provides the least favorable result.

⚠ In a time critical-situation, if not specified, your GM will decide if the Contest requires the use of the contestant's Action.

STEP 3

Determining the outcome

- **Winning:** A contestant wins if they make their Check and their opponent does not.

  In the event that both sides make, or fail, their Check, the winner is decided using the following:
  - A contestant with a Special Success (→ p221) wins over a standard success. If both, or neither, parties have a Special Success then…
  - A contestant with an Edge wins. If both, or neither, parties have an Edge then…
  - A contestant with the largest Bonus wins. If both sides have the same Bonus then…
  - A contestant with the largest Penalty loses. If both sides have the same Penalty then…
  - The contestant with the highest natural roll wins. If both sides roll the same then…
- **Stalemate!** The contest does not have a decisive outcome and the Contest runs into another Round.

⚠ Your GM may decide that the Contest cannot be extended and the status quo is maintained.

END



If you have more than one PC wanting to get involved in a Contest, think about how many could realistically participate. For example, limited space may prevent more than 2 people clinging on to, and wrestling over, the Marquis' Scepter.

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LINKED CONTESTS

Sometimes your GM will decide that victory cannot be decided in a single Contest. A protracted struggle will require a series of Contests to be resolved one after the other. For example, chasing a foe through busy city streets or trying to manoeuvre a sky vessel into an advantageous position during a dogfight.

Running a Linked Contest

- If your GM decides a Contest cannot be completed in 1 Round they will use a Linked Contest.
- The contestants are committed to an ongoing series of Contests. Each individual Contest lasts 1 Round and is resolved using the Contest Procedure (→ p218).

Determining the outcome

- **Winning:** The Linked Contest ends when one side emerges victorious by winning 2 Contests in a row or by rolling a Special Success (→ p221).
- A Linked Contest can also be won if one contestant gives up or is unable to continue.
- **Stalemate!** If a Linked Contest is interrupted, or there is a change in circumstance, the Contest can also be brought to a close with neither side securing the advantage.

A Linked Contest is great for sustaining tension, as it works like deuce in a tennis match.

For example, you decide a Sneak needs to win a Linked Contest to escape a burly town guard.

In Round 1 the lithe Sneak uses their Deftness to weave though the busy crowd and the bulky guard uses Might to barge bystanders aside.

The Checks for the chosen Aptitudes are made. Both succeed… but the Sneak gets the highest result and wins the first Contest.

Between Rounds, you can tell your GM that your PC is looking for something in particular to take advantage of, like a side alley or somewhere to hide. Maybe you can earn a Bonus for your next roll!

At the start of Round 2 you then describe the Sneak pulling away and decide that they reach a noisy market where there are many large pots and hanging rugs.

The Sneak decides to dive into one of the open pots. This Contest would now be between the Sneak's Deftness and the guard's Insight. If the Sneak wins for the second time in a row they evade the guard and the Linked Contest is over; if they lose they have just enough time to pop out from their hiding place to continue the chase, but their advantage is lost.

SPECIAL SUCCESS

This is a moment of epiphany or supreme mastery when completing a task.

Achieving Special Success

- If an unmodified roll exactly matches the Aptitude selected for the Check or Contest then a Special Success is achieved.

Effects of Special Success

- Rolling a Special Success means you not only complete your action, you actually overachieve.
- Discuss and agree with your GM an additional benefit as the result of your Special Success.

If you achieve Special Success while researching a city's history, your GM might provide the recorded facts… and reveal a dark secret about the monarch's bloodline.

If you're chasing down a thief, Special Success might mean you catch up with them… and knock them over so they begin the engagement Toppled.

Have fun narrating the Special Success to your players. Describe their effortless, or improbable, triumph and how observers gasp in admiration and disbelief.



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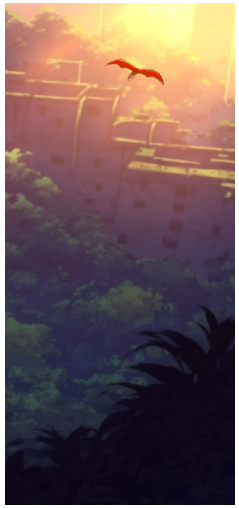
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JOURNEY

Travelling can be an adventure in itself. You'll face hazardous environments, starvation, fatigue, and the locale's more inquisitive wildlife.









When to use these rules

Whenever you move between Settlements or Adventure Sites, you use the Journey Rules to determine what happens along the way.

These Focused Rules reinforce the scale of Outer World. They also create opportunities to encounter inhabitants that reveal the nature of the wider world.

What these rules cover

- The procedures for Navigating across large areas, including the possibility of getting Lost and having Encounters.
- How to calculate a day's travel across different Terrain Types and Routes.
- The effects of Rushing to your destination without food or rest.
- What activities you can perform when you stop to make Camp.

JOURNEY PROCEDURE

START

STEP 1

Choose where you want to go

- Your GM will present you with an Adventure map of the known local area and indicate where you are currently situated. On the Map choose a destination Map Point and select a Route to get there.

ⓘ Adventure Maps (→ p224)

- If you want to use a Scout, assign them before you set off.

ⓘ Scouts (→ p228)

STEP 2

Work out one day's travel

- Based on the map's scale, your GM will tell you how far you can travel along your chosen Route in one day. This is determined by the type of Route you are using and whether you are hindered by Difficult Terrain.
- Using a suitable Mount or Vehicle will double the distance you can travel along your chosen Route.

ⓘ Mounts (→ p191)
ⓘ Vehicles (→ p196)

STEP 3

See if you get Lost

- Following a Path requires a Guide or Navigational Tools. Without them you'll get Lost!

ⓘ Guides & Navigation Tools (→ p226)

- Trailblazing a new Route requires your Guide to make a successful Insight Check. If you attempt it without a Guide, you'll get Lost!

ⓘ Trailblazing (→ p226)

You got Lost!? See how badly...

- If you are Lost you'll need to roll on the Lost Table to see where you ended up at the end of your day's travel.

ⓘ Lost (→ p227)

STEP 4

See what happens on your travels

- Your GM describes the environment you pass through, and whether you have to contend with Harmful Terrain effects.

ⓘ Terrain (→ p225)

- **Your GM makes an Encounter roll** To see if you meet anyone during your travels that day.

ⓘ Map Encounters (→ p228)

STEP 5

Choose whether to Camp or Rush

- At the end of one day's travel, if you have not reached your destination, you must choose whether to Camp or Rush.

ⓘ Camp (→ p229)
ⓘ Rush (→ p229)

- Next, deal with the consequences of your choice, then plan your next day's travel and return to Step 1.

END

When describing a day's travel, use the environment the PC are crossing to create the desired mood. Maybe the trip is a pleasant stroll through scented fields and over babbling brooks, or perhaps it's a slog across rugged wasteland where they are plagued by bad weather.

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ADVENTURE MAPS

The Adventure Map provided to you by your GM shows you the explorable world around you. Marked on the map will be important destinations you can visit or explore, the local terrain, and any established routes that exist.



In the beginning, not every destination will be marked on your Adventure Map! Some things you'll only learn about on your adventures. Routes to these forgotten or remote places don't exist, so you'll have to forge your own path.

POINTS

Points indicate places of interest. These destinations range from safe havens that offer the comforts of home to extreme places of wonder and peril.

Settlement: Anything from glittering cities to shanty towns.

- A city, village, or anywhere you can get Room & Board services.

ⓘ Room & Board (→ p201)

Port: Vibrant transport hubs with connections to other continents.

- A settlement with access to Intercontinental Travel services.

ⓘ Intercontinental Travel (→ p203)

Adventure site: Caves, ruins, or other areas of intrigue.

- A location that necessitates the use of the Explore rules.

ⓘ Explore(→ p230) (→ p230)

ROUTES

Routes connect Points together. While small pockets of civilisation have started to improve links between Settlements, most Routes are vague or notional at best.

Path: The most common type of Route in Outer World.

- Paths require a Guide or Navigational Tools to follow without getting Lost (→ p227).

Road: A well-constructed Route that appears in civilized regions.

- You can't get Lost following a Road.
- You can travel twice as far in 1 day on a Road as you can on a Path.

Waterway: A river or aqueduct quickly traversed with a vessel.

- You can't get Lost following a Waterway.
- When following the banks of a river by foot you can cover the same distance in 1 day as if using a Path.
- Using a water-based Mount or Vehicle lets you travel twice as far in 1 day as you could on a Path.



A legend showing the distance you can travel along a Path by foot in 1 day will help everyone calculate Journey times quickly. You could even add markers to the Routes to denote a day's travel.

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EXAMPLE JOURNEYS



ADVERSE TERRAIN

Some terrain is not easily traversed. It can block or slow your progress and can even be hazardous to your health. Your Adventure Map, or your GM, will tell you when you'll encounter Adverse Terrain.

Difficult Terrain: Swamps, dense jungle, or any environment that slows progress.

- You can travel half as far in 1 day through Difficult Terrain as you could otherwise.

Impassible Terrain: Lava plains, magical barriers, or other geography that can only be crossed under certain conditions.

- You cannot move through this terrain unless you have a suitable Mount, Vehicle, or Ability. For example, traversing an ocean might require a seaworthy vessel.

Harmful Terrain: Environments that can alter your physical or mental condition.

- Entering this terrain, and for every subsequent full day spent there, requires a you to make a Grit Check or you'll contract an Ailment related to the environment. For example, you might become Putrefied in a Spore Forest.

ⓘ Ailments (→ p268)

NAVIGATING

There are a few factors that influence the success of your journey between Points.

NAVIGATION TOOLS

Unless you're a local, the footpaths of Outer World can be hard to discern. A reliable Map and the right instruments are what you need to avoid a misstep.

- You'll need a Map and Compass to avoid getting Lost when following a Path.

ⓘ Wayfinding Gear (→ p174)

GUIDES

Who needs a map when you have a Guide?

- If you have an Ability that enables you to act as a Guide, or have hired one, you don't need Navigation Tools to avoid getting lost on a Path.
- A Guide also enables you to Trailblaze across uncharted areas.

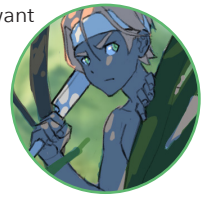
SPECIAL MOVEMENT

If you are blessed with a unique form of movement you may be able to cross terrain others would find impossible.

- If you can fly, hover, or make Supernatural Leaps your GM might allow you to pass over certain types of Impassable or Difficult Terrain without issue.

Long Journeys across Impassable Terrain can still be problematic, even with your Special Movement. For example, if you are flying across the sea, how far can you get before you'll need to rest? Can you carry all the provisions you'll need?

TRAILBLAZING



Not everywhere you want to go has a nice path to take you there; sometimes you'll have to cut a swathe through the jungle or rove across uncharted territory to get there.

- A Guide can attempt to move across the map without following an established Route.
- Choose, and agree with your GM, a point on the map you can get to after 1 day's travel.

  Use the distance you can travel along a Path in one day as a guide.

  This will be modified by the use of Mounts or Vehicles, and whether or not you are crossing Difficult Terrain.

⚠ Trailblazing without a Guide results in a roll on the Lost! Table (→ p227).

Requires an Insight Check

- Your Guide makes the Check. If you have appointed more that 1 Guide, the Guide with the highest Insight makes the Check, but having additional Guides grants them an Edge on the roll.

Success: You progress to your desired destination Point.

The new Route becomes a Path that you can travel along in the future without Trailblazing.

Failure: Roll on the Lost! Table.

If the PCs are Trailblazing near a hidden Adventure Site then let them find it, even if their new Route doesn't pass though the exact point indicated on your Adventure Map.

A clear line of sight is helpful when attempting to Trailblaze. Give a Bonus if moving through open terrain or airborne, and a Penalty if the Guide's view is obstructed.

GETTING LOST



If you're trying to follow a Path without Navigational Tools or a Guide, or have failed an attempt at Trailblazing, you'll end up somewhere you didn't intend to be.

LOST! TABLE

Roll the result of your poor navigation

1-12 A few missteps

You're taking the scenic route.

- You travelled half the distance planned along your Route.

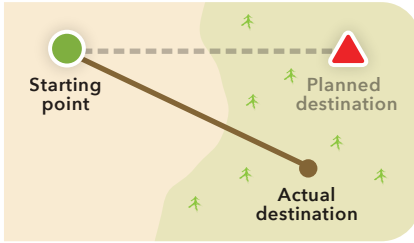




13-16 Wrong turn

Wait, this isn't where you meant to go!

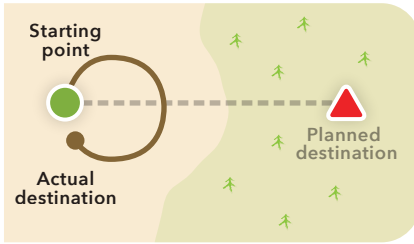
- You've travelled as far as intended, but in the wrong direction. Your GM will choose, and mark, your current location on your Map!
- Encounters and Terrain will be based on the actual Route taken.



17-20 Full circle

Haven't you seen this place already…?

- You made no progress on the Map.



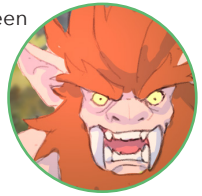
If the PCs have failed a second Trailblazing attempt you could decide they make 'A few missteps', as they are more familiar with the territory.

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MAP ENCOUNTERS



When travelling between Map Points you'll bump into other wanderers. Your GM will create a list of Encounters suitable for the different areas or Routes on your Adventure Map.

For example, the Encounters on a Road from a Port to a Settlement would include a variety of merchants, as well as a few opportunistic bandits, whereas on a Trailblazed Path through an ancient forest, the Encounters might be carnivorous plants and lonely spirits.

- Your GM will roll on the Map Encounter Table appropriate to your location after one full day's travel.
- If an Encounter happens, it can occur anywhere along the Route you are following that day. Your GM will decide where.

SCOUTS

Appointing a Scout will give you advance warning of a Journey Encounter.

- If the GM announces an Encounter, your Scout will see it first. If the Scout avoids detection, they can alert you to approaching danger.

Requires a Stealth roll

- Your Scout makes a Deftness Check to avoid detection by the Encounter.
- If the Encounter is actively looking for danger the Stealth roll is a Contest: Your Scout's Deftness vs. the Encounter's Insight.
- If you assign more than one Scout, the Scout with the lowest Deftness makes the Stealth rolls.

Success: Your Scout circles back and informs you of the Encounter, enabling 1 Turn to prepare.

Failure: Your Scout's been spotted! They must deal with the Encounter for 1 Turn before you can assist.

EXAMPLE MAP ENCOUNTERS



The Skullduggeries x3

These ex-adventurers want your eyes and your tongues for a ritual!



Merchant of Portia

Druk is in town to trade his Twilight Silk… you guys look like potential customers.



Piddles x6

These playful water spirits enjoy soaking travellers and capsizing their vessels.

A DAY'S TRAVEL

Outer World is big and travel is exhausting. If you're sensible you'll rest at the end of each day but, when needs must, you can press on regardless.

After one day's travel

- You must choose whether you'll Camp (→ p229) for the night or Rush (→ p229) towards your destination.
- You must consume a Ration to avoid the onset of Starvation and sleep to avoid the onset of Fatigue.
  - ⓘ Starvation (→ p271)
  - ⓘ Fatigue (→ p269)

CAMP

You stop to catch your breath in the wilds.

When Camped…

- You can sleep to avoid Fatigue.
- You can consume a Ration to avoid Starvation… if you have some!
- You can assign a Scout (→ p228) to patrol your camp perimeter while others rest, but they'll suffer Fatigue.
- Your GM will roll on an appropriate Encounter Table to see if anything stumbles across your camp.
- You can perform a Camp Activity, if you are not acting as a Scout.

Camp Activities

- **Crafting:** Perform Light Repairs or other small jobs that your GM decides are possible in the field.
  - ⓘ Craft (→ p280)
- **Socializing:** Bolster your spirits with others around the camp fire.
  - ⓘ Socializing (→ p276)
- **Hunting/Foraging:** Source Rations from the surrounding area (→ p229).
- **Grazing:** Animals with this Ability can feed themselves if the local environment is suitable.

HUNTING & FORAGING

Why waste your precious Rations when the land can provide?

- As your Camp Activity, you can attempt to Forage or Hunt for food.

Requires a Hunting/Foraging roll

- Foraging requires an Insight Check.
- Hunting requires a Deftness Check.
- The area around Camp will only support one attempt at Hunting and one attempt at Foraging.
- If more than one person Hunts/Forages, the PC with the highest required Aptitude rolls and receives a Minor Bonus (+2) on their roll.

Success: You've been able to source some Standard Rations. Your GM decides how many based on the terrain around your camp…

- 6 Rations in plentiful areas.
- 4 Rations in typical areas.
- 2 Rations in barren areas.

⚠ Your GM may tell you that toxic, desolate, or artificial areas will not yield any Rations!

RUSH

You forgo sleep in order to reach your destination sooner.

When Rushing…

- You progress an extra day's travel along your Route. The Navigating rules still apply!
- While you can eat on the move, you will miss your opportunity to sleep and suffer from Fatigue (→ p269).
- If you are on a Mount or Vehicle controlled by somebody else, your GM will decide if you can sleep while on the move.

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EXPLORE

When you arrive at a perilous place, you'll want to tread carefully, as there are many hazards and surprises waiting for the impetuous.



When to use these rules

Whenever you arrive and move through an Adventure Site, an unpredictable area, or dangerous area, you use the Explore Rules to see how the Locations and Encounters respond to your presence.

The Focused Rules create tension when exploring an unpredictable area. The more slowly you explore your surroundings, the more chance you have of being discovered.

What these rules cover

- The procedure for interacting with dangerous areas, including investigating Locations and having Encounters with the residents.
- Determining the PC's Positions, and the related responsibilites, when moving through an Adventure Site.
- Choosing a Movement Type and the impact it has on your interaction with the Adventure Site.

EXPLORE PROCEDURE

START

STEP 1

Decide where to enter the Site

- Your GM describes the area surrounding the Adventure Site as you approach, including any obvious entrances. Your GM may even present you with a Map.
- Choose an Access Point to enter the Adventure Site.

ⓘ Adventure Sites (→ p232)

STEP 2

Set up your exploration team

- Allocate your PC Positions: Vanguard, Observer, Rearguard, or Scout.

ⓘ PC Positions (→ p233)

- Choose a Movement Type: Cautious, Stealthy or Hasty.

ⓘ Movement Types (→ p234)

STEP 3

Move to a Location

- Choose your next Location and Access Point.
- If you're using Stealthy Movement, make the required Insight and Deftness Checks.

ⓘ Stealthy Movement (→ p234)

STEP 4

Discover what's at the Location

- Your GM describes the Location, including any visible Access Points to adjacent Locations.
- Your GM will alert you to any visible Guardian Encounters located at the Location.

ⓘ Guardian Encounters (→ p236)

STEP 5

Choose your Location Actions

- Once any immediate challenges and Encounters have been dealt with, you must decide whether to Inspect your current Location, Linger in it for while, or Move to a different Location.

ⓘ Location Actions (→ p235)

- If you Inspect or Linger, your GM will check to see if you have a Wandering Encounter.

ⓘ Wandering Encounters (→ p236)

- If you are not choosing an Access Point to leave the Adventure Site, return to Step 2.

END

The Explore Procedure works best when the Adventure Team stays together. While the Team can split up, it will mean that players will have to wait as you switch between groups.

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ADVENTURE SITES

Adventure Sites are unexplored or hazardous areas such as ancient ruins, mysterious fungal forests, or dark castles.

LOCATIONS

Locations are contained, or discrete, areas within a larger Adventure Site.

Locations vary greatly depending on the Adventure Site. They could be used to represent a room in a tiny dwelling, a clearing in a forest, or even a city block in a forgotten metropolis.

Your GM will describe each Location as you arrive. The description will depend on how fast you are moving and whether you are using any special senses that would reveal additional information.

Your GM will also reveal any traps or guards (that you notice!) stationed at the Location.

ACCESS POINTS

Access Points are used to move between adjacent Locations.

Your GM will tell you about any Access Points you observe when you arrive at a new Location.

In a building, an Access Point might be a door or window. In an unrestricted outdoor Adventure Site, like a forest, a new Location could be accessed simply by moving in a particular direction.



You don't have to rely on obvious Access Points. You can scale walls, pole vault across moats, or attempt other unconventional ways to access Locations.

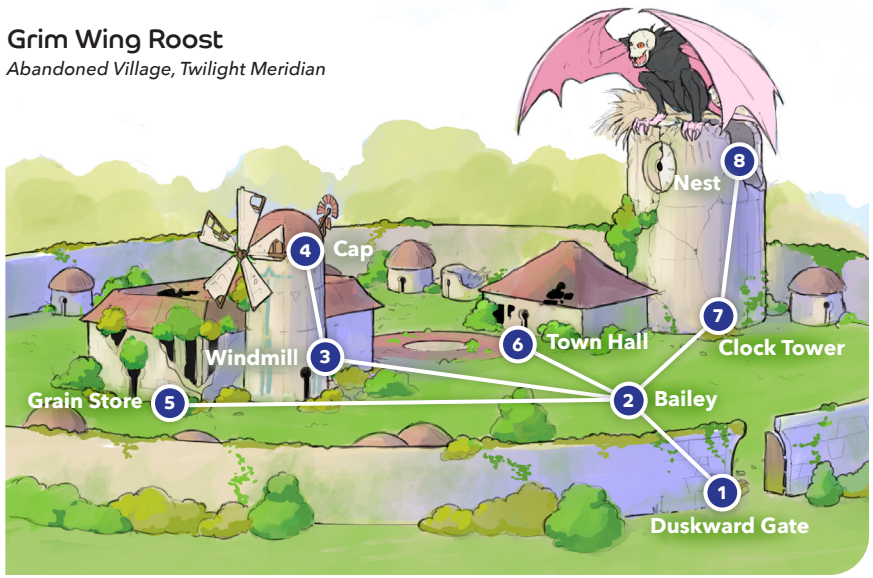


While PCs fumbling through an unknown area can be part of the fun, you might consider giving the players a version of the Adventure Site map with any secret information removed. This will reduce time spent describing the Site's layout and speed up play.

EXAMPLE ADVENTURE SITE MAP

Grim Wing Roost

Abandoned Village, Twilight Meridian



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PC POSITIONS



REARGUARD | OBSERVER | VANGUARD | SCOUT

Where you stand in the group comes with risk and responsibility.

- When moving through an Adventure Site, you must choose your PC's Position: Vanguard, Observer, Rearguard, or Scout.
- Your PC Position determines what threats or information your Insight Check reveals while using Stealthy Movement (→ p234).



Remember to assign your Companions (→ p183) a PC Position too!

VANGUARD

You peer into the unknown, and can shield those behind you from harm.

- If a trap or blast is set off in front of you, you can choose to shield the PCs behind you from its effects… but forfeit any Checks to avoid the effects yourself.
- If the PCs behind you are attacked, you cannot be targeted by the enemy for 1 Turn if you only perform a Tactical Action (→ 257).

OBSERVER

You study your surroundings, looking for small details easily missed by others.

- If you are attacked from the front, but have a Vanguard in position, you can cannot be targeted by the enemy for 1 Turn if you only preform a Tactical Action (→ 257). A Rearguard protects you in a similar fashion from behind.

REARGUARD

You defend the rear, making sure you're not being stalked.

- If a trap or blast is set off behind you, you can choose to shield the PCs in front you from its effects… but forfeit any Checks to avoid the effects yourself.
- If PCs in front of you are attacked, you cannot be targeted by the enemy for 1 Turn if you only perform a Tactical Action (→ 257).

SCOUT

You move ahead of the pack and provide advance notice of any potential threats.

- You arrive at a Location first and can use a different Movement Type to the rest of the other PCs.
- If you get into trouble it will take 1 Turn before your the other PCs can get there to assist.

MOVEMENT TYPES



When moving through an Adventure Site you need to decide whether speed, caution, or stealth is your priority. You'll want to rush through collapsing caves but tread carefully in booby-trapped tombs.

CAUTIOUS MOVEMENT

You move slowly to take everything in and spot any hidden dangers.

- Your PCs will discover all of a Location's hidden items, noteworthy details, traps, and Guardian Encounters . No Insight Checks are required, but…
- Your noisy investigations telegraph your approach to the Location's Guardian Encounters (→ p236) and they will have 1 Turn to prepare.



While Cautious Movement will reveal a trigger for a trap, the players will still have to work out how to avoid setting it off.

HASTY MOVEMENT

You move quickly, eschewing caution.

- Your PCs will remain one Location ahead of any threat pursuing you through the Adventure Site. For example, surging flood water, crumbling architecture, or a pack of hunting Growls, but…
- You forfeit your Insight rolls to detect hidden perils or useful location details due to your haste, and…
- Your frantic footsteps alert a Location's Guardian Encounters (→ p236) of your presence.

STEALTHY MOVEMENT

You move quietly in an attempt to pass undetected by nearby inhabitants.

- The PCs can attempt to enter a Location without being detected by any Guardian Encounters stationed there. In addition they will attempt to spot any hidden information or danger on the way.

Requires a Deftness Check

The character with the lowest Deftness makes the Check.

- If there is a Guardian Encounter actively looking for intruders, the Stealth roll is a Contest: PC's Deftness vs. Encounter's Insight.
- There is a Snag on your roll if any of your Team are wearing Medium Armor, or heavier.

Success: You enter the Location undetected by any Guardian Encounters, enabling you to stage an Ambush or Move to the next Location without consequence.

ⓘ Ambush (→ p252)

Failure: You've alerted any inhabitants in the next Location of your approach and will have to confront them on arrival.

Requires Insight Checks

- Your PC Position determines what you notice whilst moving:
  - **Vanguard:** Your Check detects danger ahead, such as an Ambush or trap.
  - **Observer:** Your Check reveals hidden or significant details about the Location. For example, hidden doors or valuable gems fixed into a statue's eyes
  - **Rearguard:** Your Check detects dangers from behind, such as a mysterious advancing mist.
- If a PC Position is filled by 2 or more characters, the one with the highest Insight makes the Check, and benefits from an Edge.
- Empty PC Positions are covered by the character with highest Insight, but they suffer a Snag.

Using a Scout?

- Your Scout enters the Location first and makes their own Deftness Check to avoid detection.
- Your Scout's Insight Check only detects hidden dangers ahead.
- If your Scout avoids detection and spots danger ahead they can alert your Adventure Team to the threat, allowing you 1 Turn to take precautionary action before entering the Location.
- Should your Scout set off a trap or get caught, it takes you 1 Turn to arrive and assist.

LOCATION ACTIONS

Sticking around in one Location for too long will increase your chances of getting caught. Will you keep moving or stay put?

- Once you've dealt with a Location's immediate challenges you can make 1 Turn's worth of Actions before you must choose to:
  - Inspect the current Location
  - Linger in the current Location
  - Move on to another Location.



If the PCs are in a Location where they are undetected by a Guardian Encounter you might decide that a PC's Action would alert it to their presence, or you might require a Check to see if they can perform it stealthily.

INSPECT

You stay to investigate the Location.

- Inspecting reveals all the Location's details, hidden items, and clues.
- Inspecting prompts your GM to roll for a Wandering Encounter (→ p236).

LINGER

You pause to take a breather.

- You Linger if, for any reason, you need to stay in a location longer than a few minutes.
- Lingering prompts your GM to roll for two Wandering Encounters (→ p236).

MOVE

You can move forward into the unknown or quickly retrace your steps.

- You can avoid an Encounter by moving on. Tell your GM which Access Point you will use to get to the next Location.
- If desired, you can change your PC Positions and Movement Type before moving.
- You can return to a previously explored Location, as if it were one move, providing the route you took hasn't been blocked off.

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SITE ENCOUNTERS



Adventure Site Encounters can include anything from patrolling guards to predatory wildlife. You might even come across the occasional lost villager.

Your GM will create a list of specific Encounters that relate to the Adventure Site, or zone within an Adventure Site. For example, an abandoned castle might be a temporary den for bandits, while a twisting cavern might be the lair of a reclusive monster and her hungry brood.

- Adventure Sites have two kinds of Encounter: Guardian and Wandering.
- If you come across an Encounter you'll need to Negotiate, Fight, avoid, or otherwise pacify them.

ⓘ Negotiate (→ p235)
ⓘ Fight (→ p244)

Think before you react, while some Encounters will be hostile they can also be benign. They might even be a potential ally.

GUARDIAN ENCOUNTERS

Guardian encounters are stationed in a specific Location. They may be standing in plain sight or lurking in the shadows.

- When moving to a new Location, your GM will tell you if you spot a Guardian Encounter and whether or not they have noticed you!

Unless Guardian Encounters are fixed to the spot, you can have them investigate any disturbances the PCs cause in nearby Locations.

When your players choose Stealthy Movement to creep past a Guardian, you should decide whether a Bonus or a Penalty should be applied. You might even decide stealth is impossible!

Consider what senses the Guardian relies on. Are they blind, but sensitive to vibrations, or are they able to sense magic? Also consider what might interfere with these senses. Are they asleep? Is there something obstructing their view? Does their location have a lot of background noise?

WANDERING ENCOUNTERS

Wandering Encounters move around the Adventure Site going about their business. If you hang about too long, they'll stumble upon you.

- Your GM will roll on an appropriate Site Encounter Table if you are:
  - Making lots of noise, or otherwise making your presence known, will draw the interest of the Site's inhabitants.
  - Inspecting a Location (→ p235).
  - Lingering in a Location (→ p235). This will prompt your GM to roll for two Encounters!
- Encounters that you subdue, or otherwise stop from free movement, are removed from the Site Encounter Table.
- If you are using a Scout, the GM decides who bumps into the Encounter first, the Scout or the main group of PCs.

Sometimes a roll on the Encounter Table will be uneventful… phew! Staying in one place is a risk.

When rolling two Encounters you can have them show up at the same time to create a more interesting situation. When two hungry predators turn up, have them fight each over who gets to eat the PCs for lunch, or if its an escaped prisoner and a guard patrol make it a chase scene!

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EXAMPLE GUARDIAN ENCOUNTERS



Rock Golem

These mana-infused rocks lay scattered in the clearing. They'll rapidly assemble into a humanoid form when tresspassers are detected.



Sentient hologram

This digital spirit hasn't spoken to anyone in aeons. Lonely, bored, and very chatty.



Gate Keeper x2

If sober and awake, these guards will tell you, 'Nobody gets to meet the Duke.'

EXAMPLE WANDERING ENCOUNTERS



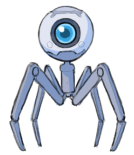
Aerowyn, Lone Survivor

This orphaned Scamp has survived alone among the ruins. She know things.



Goop Family x3

These corrosive jellies try to digest any organic material they come across.



Spy-D3R

If allowed, this erratic drone will alert more deadly sentinels to your presence.

NEGOTIATE

Occasionally you'll want to charm, cajole, intimidate, or otherwise convince folks to act against their better judgement.



When to use these rules

Whenever you want to convince an intelligent GMC to act against their better judgement or do something they wouldn't normally do.



Talking your way out of trouble is a great alternative to a Fight, especially if the odds are against you.

What these rules cover

- Choosing the best Negotiator.
- Defining an achievable negotiation Objective.
- Selecting a Tactic for your negotiations and determining the beneficial, or detrimental, Influencing Factors.
- Conducting complex negotiations, including addressing larger groups.

NEGOTIATE PROCEDURE

START

STEP 1

Determine the Primary Negotiators

- The GM divides the characters involved into opposing teams.
- Each team assigns a Primary Negotiator. These characters' make the rolls when Negotiating.

ⓘ Primary Negotiators (→ p240)

⚠ PCs are immune to being affected by Negotiation, the players are always in control of the characters thoughts and actions.

STEP 2

Determine your Objective

- Agree and describe what the desired outcome of your Negotiation will be.

ⓘ Objectives (→ p240)

STEP 3

Choose your Tactic

- Agree and declare your negotiation Tactic, this determines which Aptitudes are used in the Negotiation Contest.

ⓘ Tactics (→ p240)

STEP 4

Determine Influencing Factors

- Discuss and agree with your GM whether there are Influencing Factors that might affect the roll.

ⓘ Influencing Factors (→ p241)

STEP 5

Enter the Negotiating Contest

- Each team makes a Negotiation roll to determine the winner.
- The Negotiation roll is a Contest and your chosen Tactic determines the Aptitudes each team uses.

ⓘ Contest (→ p219)

STEP 6

Accept defeat or Push your Point

- If you lose the initial argument you have one more chance to change the other team's mind.

ⓘ Push your Point (→ p241)

END



Get advice for a Negotiation strategy from the other players, even if their PCs aren't present at the scene.



Only use the Negotiate Procedure for exchanges which have a significant impact on events, not for petty squabbles.



If you'd rather role play than roll to determine the outcome of a negotiation, ask your GM if it's OK.



While Negotiation normally only works on GMCs, if your players agree, they can use it to resolve an in-game dispute between their PCs.

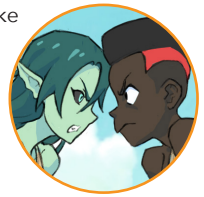
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STANDARD NEGOTIATIONS

PRIMARY NEGOTIATORS



Who you chose to make your case can greatly affect the outcome of a negotiation. Do you need a convincing liar or just someone who can bluntly deliver the facts?

- Choose your Primary Negotiator, this is who'll be doing most of the speaking.
- Choose a Primary Negotiator on the opposing team, this is who you are trying to influence.
- If you are trying to influence more than one individual, refer to Negotiating with Groups (→ p242).
- If you are negotiating with more than one side, see Negotiating with Multiple Teams (→ p242).

⚠ Negotiators must have a shared form of communication.



Select your Primary Negotiator in conjunction with your Tactic so you can appoint the PC most likely to succeed. Use your Sage to reason and your Champion to intimidate.

OBJECTIVES

Your Objective is what you hope the Negotiation will achieve. For example, bluffing your way past security or receiving clemency from the court.

- Tell your GM what you want to accomplish with your Negotiations.
- Your GM will decide if your Objective is achievable and, if not, help you find a more acceptable Objective if required.



You can make a powerful GMC, like a king, immune to Negotiation, or limit the PC's choice of Objectives.

TACTICS



The best Tactic for a Negotiation is one that pits your strength against your opponent's weakness. Charm the weak willed, baffle the simple-minded.

- Choose a negotiating Tactic, this will determine what Aptitudes the Primary Negotiators will use in the Negotiation Contest.

Tactics

- **Physical Intimidation:** Break their resolve with fear or aggression. Your Might vs. their Grit.
- **Reasoned Debate:** Present them with an irrefutable argument. Your Insight vs. theirs.
- **Charismatic Appeal:** Use sheer presence to subdue. Your Aura vs. their Grit.
- **Honeyed Words/Deceit:** Exploit naivety with an economical truth. Your Aura vs. their Insight.
- **Guilt Trip:** Leverage shame or good conscience. Your Insight vs. their Grit.
- **Tenacious Belligerence/ Random Blathering:** Use dogged determination to suppress reason. Your Grit vs. theirs.



If you think of an alternative Tactic, suggest it to your GM and see if they agree to it.



If your players just want to describe how they are presenting their argument, you can select the Tactic that fits their approach for them.

INFLUENCING FACTORS



A judge will be swayed by hard evidence, the greedy by the offer of coin, and the desperate by the promise of help. Use what you can to swing a debate in your favor.

- If you believe there are Influencing Factors that will bolster your argument, tell your GM.
- Your GM will decide which, if any, Influencing Factors can be applied.
- If an Influencing Factor does apply, you receive a Minor Bonus (+2) to your Negotiation roll.
- Some GMCs are susceptible to specific Influencing Factors. If one of these can be exploited, you receive a Major Bonus (+4).
- You can only benefit from one Influencing Factor at a time.

Influencing Factors

- **Evidence:** Supporting facts will boost your chances. A minion is more likely to betray their master when presented with a history of their mistreatment.
- **Situation:** Presenting your case at the right time and place will help. A well known thief will be more amenable to quietly handing back your coin pouch if confronted in a tavern filled with off-duty guardsmen.
- **Character:** Use your Quirks, Abilities, or even your appearance to lend weight to your proposition.
- **Bribes:** Offering riches, or cake, is a tried and tested Negotiation aid.



The more you know about your opponent, the more likely you'll be able to come up with something you can exploit. If you have time, do a little digging before you Negotiate.

Of course, you can suggest other Influencing Factors to your GM and use them if they agree.

PUSH YOUR POINT

So you've lost the Negotiation, don't give up just yet!

- If you lose the Negotiation Contest, you are allowed one more go but…
- You must choose an alternative Tactic and cannot benefit from Influencing Factors. However you can change the Primary Negotiator.
- If you lose a second time it's case closed. The opposing side will not entertain any further discussion.



If players persist, have the opposing side walk off, ignore them, or become hostile.

The rules are designed to create decisive outcomes to discussions, preventing arguments from going round in circles and taking up precious Session time.

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COMPLEX NEGOTIATIONS

NEGOTIATING WITH GROUPS

Sometimes you'll need to sway the masses, not just an individual.

Small Groups

- When addressing a group of 6 or less your GM rolls for each member of the group.
- If you convince at least half of the group, the remaining dissenters are cajoled into agreeing.

Unit/Coalition

- When addressing a group of 7 or more that are led by a respected commander, the commander's Aptitudes are used in the Negotiation, even if you are addressing the troops.

⚠ Unless the PCs are exceptionally powerful, and have demonstrated this, the Physical Intimidation Tactic won't work on large armies.

Mob/Rabble

- When addressing an unfocused group of 7 or more you are limited to the Charismatic Appeal Tactic, only a passionate rallying cry will do.
- Your GM will use the average Grit score of the mob/rabble, a guestimate is fine.
- Your GM will decide whether a strong willed or wise GMC in the crowd rolls independently to the mob/rabble.

MULTIPLE NEGOTIATING TEAMS

Sometimes others may attempt to interfere with your Negotiation.

- The interfering team chooses a Primary Negotiator and an Interference Tactic.
- The Interference Tactic they use determines which Aptitude they use in the Negotiation Contest.
- The interfering team rolls during the Contest along with the other negotiating teams.
- If the interfering team wins, they successfully sabotage your Negotiation.
- If you decide to Push, the interfering team can attempt to sabotage again.

Interference Tactics

- **Bullying:** Might is used to stop anyone listening to you.
- **Nitpicking:** Insight is used to poke holes in your argument.
- **Mocking:** Aura is used to deride and undermine your authority.



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FIGHT

While many conflicts can be resolved with cunning and diplomacy, you won't always be able to avoid violence.



When to use these rules

Whenever you get embroiled in a physical, or magical, battle with an adversary and the outcome is uncertain.

Don't use the Fight Rules for attacks on sleeping or otherwise incapacitated foes, instead just allow the PCs to slay them or, if they prefer, knock them unconscious.

What these rules cover

- Calculating your Combat Values.
- Creating Battlefields.
- Using Actions and Moves.
- The effects of Damage and Injury.
- How to Sunder inanimate objects.
- Fighting Colossal foes.

FIGHT PROCEDURE

START

STEP 1

Start a Fight

- Determine who started the Fight. They will take their Turn first.
  ⓘ Fight Start (→ 252)
- Was the Fight started with an Ambush? Determine whether it was successful and whether the unsuspecting side misses a Turn.
  ⓘ Ambush (→ p252)

STEP 2

Create the Battlefield

- Your GM describes where the fight is taking place, breaking it down into Battlefield Areas you can occupy and move between.
  ⓘ Battlefield Areas (→ p248)
- Some Areas may suffer from a Condition which makes it more challenging to perform Actions there.
  ⓘ Area Conditions (→ p250)

STEP 3

Position the teams

- The GM divides the characters involved into opposing teams.
- Your GM allocates each combatant a Battlefield Area to start in.

STEP 4

Taking Turns

- The first team agrees which order their members will act in.
- Each member then makes their Move and performs their Action in the agreed order.
  ⓘ Make a Move (→ p253)
  ⓘ Performing an Action (→ p253)
- Your GM will resolve and describe the outcome of each combatant's Actions as they are made.
- The opposing team, or teams, then take their Turn is a similar way.

STEP 5

End a Fight

- The fight is over if a team has been incapacitated, surrendered, or has escaped to safety.
  ⓘ Fight End (→ p253)
- If the teams are still trading blows, return to Step 4.

END

You won't always be able to win every battle so know when the odds are stacked against you and avoid unnecessary combat.

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COMBAT VALUES

When you participate in a fight you will frequently reference four key Combat Values: Attack Bonus, Defence Rating, Speed Rating, and Hearts Total.

ATTACK BONUS

Your Attack Bonus represents how good you are at hitting things and is a reflection of your training and killer instinct.

Calculating your Attack Bonus

- Your base Attack Bonus is determined by your Calling and Rank, and is listed on your Calling's Advancement Table.
- ⚠ Watch out for other factors that might modify your Attack Bonus, for example using a Master Weapon.

When to apply Attack Bonus

- Attack Bonus applies whenever you perform an Action that requires an Attack roll.

HEARTS TOTAL

Your Hearts Total determines how much superficial damage you can take before you receive a more serious, lasting Injury. Hearts represent a mix of your fighting spirit, luck, and pain threshold.

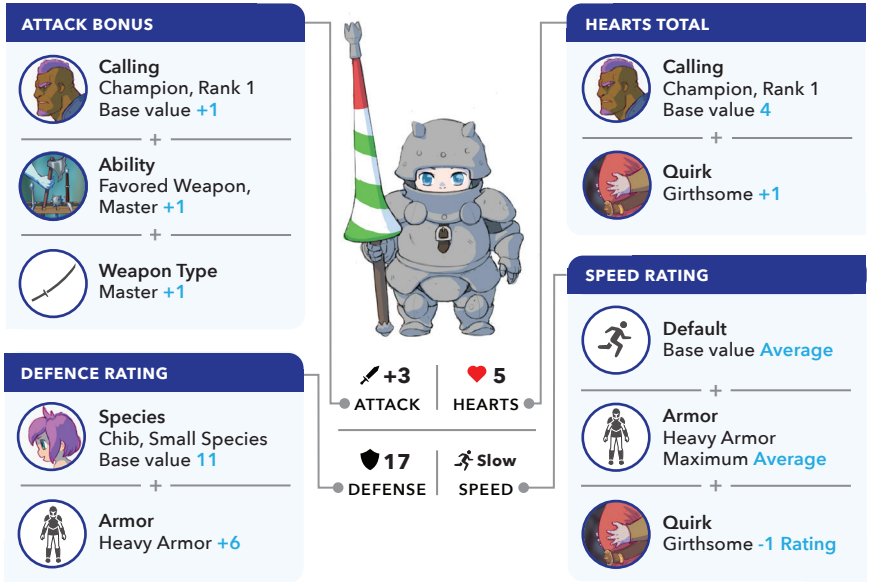
Calculating your Hearts Total

- Your Hearts Total is determined by your Calling and Rank, which are both listed on your Calling's Advancement Table.
- ⚠ Watch out for other factors that might modify your Hearts Total, for example the Socializing Downtime Activity.

When to use your Hearts Total

- Your Hearts are depleted during a Fight after taking Damage from an Attack (→ p254).

EXAMPLE COMBAT VALUES CALCULATIONS



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SPEED RATING

Your Speed Rating determines how quickly you can change location during a battle and assists in dodging attacks.

Calculating your Speed Rating

- There are four Speed Ratings: Slow, Average, Fast and Very Fast.
- You start with a base Speed Rating of Average, comparable to the average human's ability.
- ⚠ Watch out for Abilities and other factors that can adjust your Speed Rating, for example the Raider's Like the Wind Ability.

Using Speed Rating in a Fight

- Your Speed Rating determines how many Battlefield Areas you can move through on your Turn (→ p253).
- During a Fight, when you are aware of an inbound Attack and are free to take evasive action, a high Speed Rating provides you with a defensive bonus:
  - **Fast:** +2 Defense Rating.
  - **Very Fast:** +4 Defense Rating.

Using Speed Rating in Contests

- In Contests where speed is a factor the following bonuses apply:
  - If you are one rating faster than the other contestant you gain a Minor Bonus (+2).
  - If you are two or more ratings faster than the other contestant you gain a Major Bonus (+4).
- ⚠ Your GM may decide certain vehicles or creatures can travel faster than Very Fast. This means you will not be able to overtake or outrun them.

Armor's affect on Speed Rating

- Note that heavier armors limit your maximum achievable Speed Rating.
  - ⓘ Armor (→ p163)

DEFENSE RATING

Your Defense Rating represents your ability to deflect or avoid harmful targeted attacks.

Calculating your Defense Rating

- Your base Defense Rating depends on your Species Size and is modified by the defensive gear you are using and, on occasions, your Speed Rating.
  - ⓘ Species Size (→ p106)
  - ⓘ Armor (→ p163)
  - ⓘ Shields (→ p169)
  - ⓘ Speed Rating (→ p247)
- ⚠ Watch out for other factors that might modify your Defense Rating, for example the Champion's Into the Fray Ability.

When to use your Defense Rating

- Defense Rating is referred to whenever you are targeted by a physical or magical Attack. An adversary's Attack roll must be higher than your Defense Rating to hit you.

BASE DEFENSE RATING & MODIFIERS



CREATING A BATTLEFIELD

A Battlefield can be anything from the confines of a gloomy cavern to the shell of an enormous flying turtle. When a Fight starts, your GM will describe the Battlefield to you in terms of Battlefield Areas and Conditions.

An interesting Battlefield will inspire your players to come up with creative tactics or present an interesting challenge for them to overcome. Are the enemy out of range in an elevated position or is there a pinch point to exploit?

Once your GM has described the Battlefield, ask questions to flesh out potentially useful details. Are there barrels you can roll towards the enemy or is there a sturdy table to flip over for cover?

BATTLEFIELD AREAS

Battlefield Areas describe the separate physical spaces you can occupy and move between during a Fight. If a location is separated either by a significant distance or has differing physical characteristics, your GM could qualify it as a separate Area.

Making Attacks between Areas

- You can Attack adversaries in the same Area as you with any Weapon, but Melee Weapons are most effective at close range.
- You can only physically Attack adversaries in a different Area to you with a Weapon Type that has an extended range, such as a Missile Weapon.

Moving between Areas

- The number of Areas you can Move (→ p253) through on your Turn is set by your Speed Rating.
- ⚠ The amount of combatants that can fit in any one Area is decided by your GM, it could be a large number for an open field but a small number for a tiny alcove.

BASIC AREAS

A simple set of Areas you can use to conduct a Fight without much fuss.

Basic Battlefield Areas

- An Area for each team to start in.
- An Area for the initially empty, contested zone in between.

You can stick to Basic Areas until you're ready to make things more interesting with Custom Areas.

CUSTOM AREAS

Basic Areas are not adequate for more complicated Battlefields, such as the confines of a crystal maze or the expansive deck of a Sky Ship. For this, you will need to create Custom Areas.

Determining the initial Areas

- Your GM will initially only create the Areas required to start the fight. They may add more Areas later.
- Fights that start in a restricted space, like a small room, may only have one Area.
- When they come within range, a fight with flying, or swimming, Adversaries will require an Area that represents the portion of sky/water they occupy.
- Your GM will tell you about any difficult to access Areas that require additional Actions or Abilities to access. For example, an Isolated Area may require you to spend an Action to remove a barricade before entering, or a raised Area may require Supernatural Leaping or climbing gear to reach.

Determining your starting Area

- Once the Custom Areas are determined your GM allocates each combatant an Area to start in.

Adding new Areas during a Fight

- Your GM can add, or remove, Areas as the fight necessitates. For example, a Sage being thrown through a tavern window into the street would add a new Battlefield Area, whereas a rock slide in a cavern siege might seal off a previously accessible Area.

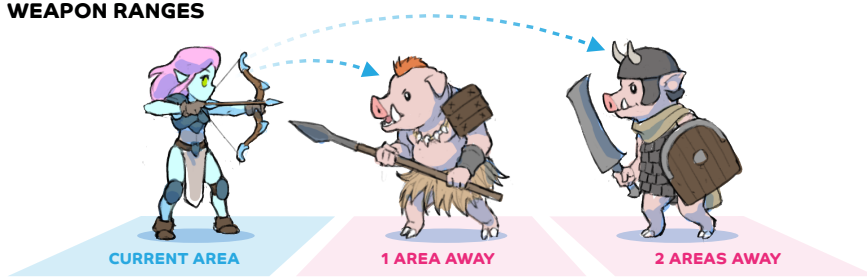
Custom Areas should make things more interesting, not tedious!

Don't get hung up on exact distances when creating your Areas. Keep it simple, fast and fun.

Only create the Areas you need, not all the potential Areas the fight could spread into. Add only when required.

While not necessary, a place to draw out the Battlefield can help everyone keep track of where everything is!

WEAPON RANGES



CURRENT AREA	1 AREA AWAY	2 AREAS AWAY
Melee Weapons	Lash (Melee) Thrown Small Mechanical Missile	Drawn Large Mechanical Missile

BASIC AREAS



EXAMPLE CUSTOM AREAS



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AREA CONDITIONS

Fighting on a slippery surface or in the midst of a whirling storm is restrictive. Areas subject to such adverse effects have an Area Condition.

Determining Area Conditions

- Your GM decides what Areas are affected by a Condition prior to starting the battle.
- Only Areas perceivably affected by a Condition will be disclosed by your GM, others you'll discover on entering the affected Area!
- Individual Areas can have different Conditions to adjoining Areas.
- Individual Areas can be affected by multiple Conditions. For example, A small underground cavern might be both Cramped and Precarious.

Adding new Conditions during a fight

- Conditions can change during the course of combat. For example, setting fire to an Area would add the Harmful Condition… and putting it out would remove it.

CRAMPED

Areas that are small and restrict movement, such as an alcove or a prison cell, are Cramped.

When in a Cramped Area…

- Your Defense Rating does not benefit from your Speed Rating.
- Weapon Types other than Unarmed, Concealed, and Small Mechanical Missile incur a Minor Penalty (-2) on Attack rolls.

⚠ Your GM will consider your relative size when applying the Cramped Condition. For example, a Small Chib would still have room to manoeuvre in a tight space, whereas a Massive foe may find a human-sized space restrictive.

HARMFUL

Areas plagued by extreme cold, fire, or other damaging effects, are Harmful.

When in a Harmful Area…

- If you are not adequately protected from the source of the harm you lose 1 Heart per Turn.
- If you are reduced to 0 Hearts you must roll Burning Injuries (→ p267) for each Turn you remain in the Harmful Area.

ISOLATED

Areas that are blockaded, elevated, or difficult to enter from other Areas are Isolated.

When moving to (or from) an Isolated Area…

- When you attempt to enter, or leave, an Isolated Area you must use an extra Move. If you have a Slow Speed Rating this means you would need 2 Turns to enter an Isolated Area!
- Isolated rules might only apply in one direction, depending on the nature of the obstruction. For example, a barricade might be designed to make it difficult for combatants to enter an Area but easy for those behind the obstruction to easily leave.
- If attempting to enter an Isolated Area that requires you to climb, you must make Might or Deftness Check. Failure means you waste a Turn making little or no progress.

OBSCURED

Areas afflicted by something that inhibits the senses are Obscured. For example, total darkness or shifting illusions.

When in an Obscured Area…

- You suffer a Snag on rolls that require precision, perception or aiming, including Attack rolls!
- Your GM may also impose additional effects depending on the nature of the obscuration. For example, deafening noise would also inhibit verbal communication.

PRECARIOUS

Areas that are difficult to balance on, like a surface covered in ice or slippery liquid, are Precarious.

When moving to a Precarious Area…

- You must make a Deftness Check or be Toppled (→ p271) and your Turn is ended.
- If the Precarious Area is elevated, such as a moss-covered roof, and you fail your Check, you will slip and incur a Falling Injury (→ p267)
- You can avoid the Deftness Check if you forfeit your Action.

SHELTERED

Areas with features that offer protective cover from Missile Weapons are Sheltered.

When in a Sheltered Area…

- Any Attacks directed at you from outside the Sheltered Area suffer a Snag.

SUFFOCATING

Areas troubled by hazards that impair breathing, such as thick smoke, are Suffocating.

When in a Suffocating Area…

- You are subject to the effects of… Suffocation (→ p271).

GM **If you don't see a Condition that meets your needs, rename and re-flavor one, or use these examples as guidelines to make up your own.**

EXAMPLE BATTLEFIELD CONDITIONS



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CONDUCTING A FIGHT

A Fight has 3 distinct stages:

Fight Start: Where an intent to strike is announced or an Ambush is staged.

Rounds: Where each side takes Turns to Move and take their Actions.

Fight End: When all adversaries have been slain, surrendered or fled.

FIGHT START!

When one set of characters declare they are attacking another, a Fight has started.

- To start a Fight simply shout, 'Fight Start!', or something similar.
- Your GM will then create and describe the Battlefield.
- The team that starts the Fight takes the first Turn.
- If there is any doubt as to who started the Fight then the characters with highest Deftness on each team must enter a Contest, and apply their Speed Rating bonus (→ p247).

STAGING AN AMBUSH

As long as there is enough time to hide, sneak or rush an unsuspecting adversary, you can attempt an Ambush.

- If you are undetected by your enemy you may attempt to start a Fight with an Ambush.

Requires a Contest
The lowest Deftness among your team vs. the highest Insight among your adversaries.

Success: Your enemies miss their first Turn! This means you take 2 Turns before your foes can act.

Failure: You still take the first Turn but unfortunately don't benefit further from the Ambush attempt.

ROUNDS

A Round represents approximately 10 seconds of elapsed time in a battle.

- A Round is split into Turns.
- Each team fighting takes a Turn.
- In a Fight, a Turn is where all the characters from a single team Move between Areas and perform their desired Actions.
- The players team is made up of the PCs, their Companions, and any friendly GMCs.
- Once all a team's Moves and Actions have been resolved, the opposing team take their Turns.
- When all teams have completed their Turn, the Round is over.
- The team Turn order is maintained for subsequent Rounds.
- Rounds repeat until Fight End!

TAKING YOUR TURN

Members of a team can act individually, or work together to perform coordinated group manoeuvres.

- On your Turn, each team member can Move then perform an Action, or vice versa.
- The players' team should agree among themselves in which order each team members goes in.
- The order can change every Turn.

Let anyone whose Action will benefit the entire team go first. For example, let the Sage go first so everyone can benefit from the effects of their spell!

If the order isn't critical to your plan, just go clockwise round the table.

If there is a dispute over which player wants to go first, you decide! Players with the highest Speed Rating, and lightest Armor, should go first.

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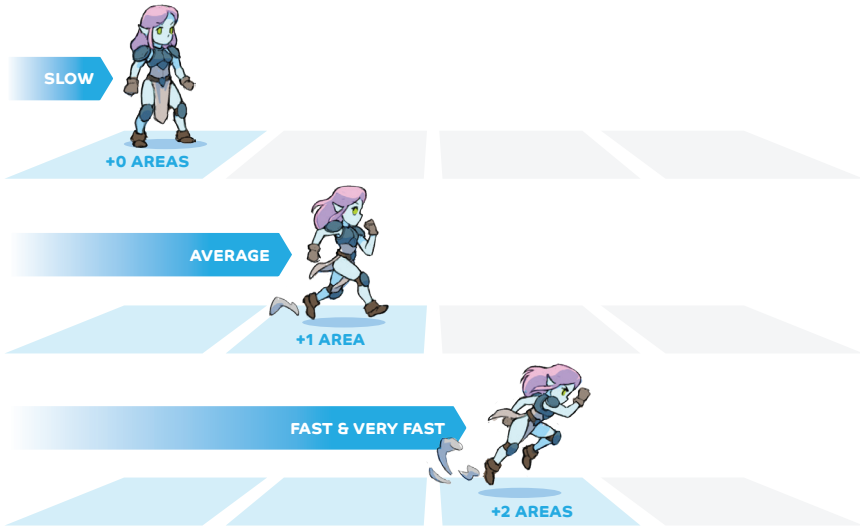
MAKING A MOVE

Your Move allows you to change the Battlefield Area you are located in, to escape harm or gain a tactical advantage.

- If your Speed Rating is Average you can Move to an adjacent Battlefield Area.
- If your Speed Rating is Fast or Very Fast, you can Move through up to two connected Battlefield Areas.
- If your Speed Rating is Slow, you must use the Extra Move Action (→ p257) to change Areas.

⚠ Some Abilities, such as Super Natural Leaping or Flight, allow you to access and occupy Areas in unconventional ways. For example, a character with Flight might avoid a harmful Area Condition that is transmitted by contact with the floor, but not an atmospheric effect, and a Fast character with Supernatural Leaping might be able to bound over one Area completely, if there is enough head room to do so.

SPEED & BATTLEFIELD MOVES



PERFORMING AN ACTION

When you're positioned correctly, it's time to act.

- You can perform one Action during your Turn (→ p213).
- The result of your Action is resolved immediately, this might impact on others' choices. For example, if you slay a foe that was also targeted by a team acting after you they may now want to redirect their Attack to another opponent.

FIGHT END!

A battle concludes when the Attacks stop.

- Your GM will declare 'Fight End!' when one of the following occurs:
  - A team is dead or incapacitated.
  - An offer of surrender is accepted.
  - A team Flees (→ p258).
  - An intervention prevents the battle from continuing, such as a rock fall that seals a team off.

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ACTIONS

There are four types of Action you can perform during a Fight:

Combat Actions: Attacking the enemy or doubling down on your defenses.

Custom Actions: Invent your own Actions, including audacious stunts or crafty tricks.

Assist Actions: Focus your energy on giving others a better chance of success.

Tactical Actions: Includes using an Ability, retrieving useful items from your backpack, or running away!

COMBAT ACTIONS

You can flip between offensive and defensive options during battle.

ATTACK

Here comes the pain.

Choose your Attack

- Choose a Weapon or Ability to strike with, then select your target.
- Make sure your foe can be harmed by, and is in range of, your Attack.
- Announce your Attack. For example, "I swing at the Skeleman with my Glorious Hammer."

Make your Attack roll

- Roll a d20 and add your Attack Bonuses to the result.
- Remember to check for any Edges, Snags, Bonuses or Penalties that might apply to your Attack.
- To hit, your Attack roll needs to match or exceed your target's Defense Rating.
- Rolling a 20 is always a hit.
- Rolling a 1 is always a miss.

Success: You do damage!

- Damage dealt is dependent on your means of Attack. For example, a Standard Weapon will do 1 Heart.
- If your Attack total exceeds your weapon's listed Extra Damage number, the strike does an additional Heart of Damage.
- If using a Magical Attack, or Ability, check to see if there are any other consequences from a successful hit.

Failure: Your strike is poorly targeted, mistimed, or otherwise ineffective. No Damage is done!

Dual wielding

- If you're using a Melee Weapon in each hand you can attack with your second weapon if you fail to hit with the first.
- Your second Attack roll suffers a Minor Penalty (-2).



Remember that, like drawing a weapon, it will also take an Action to stow it securely. This will prevent a dual wielding character from readily performing Actions that require the use of a free hand, and of course prohibit the use of the larger shields.

DEFEND

During a fight you are always being actively defensive but, if you completely forfeit your offensive ambitions, you have a better chance of protecting yourself, or someone else, from harm.

- Announce that you intend to Defend and take no other Action on your Turn.
- You can choose to defend yourself or another character in the same Battlefield Area as you.
- The defended character gains +2 to their Defense Rating next Turn.
- A character may only benefit from 2 defenders at any one time.

CUSTOM ACTIONS

Try something strange or unorthodox to surprise and overcome your enemies.

ATTACK STUNT

Want your strike to disarm your foe, or knock them off their feet? Attack Stunts allow you to try, but failure will have a cost.

1. Define your Attack Stunt

- Choose a Weapon or Ability to strike with, then select your target as if making a standard Attack.
- Suggest a success condition if you make your Attack roll.

  For example, "I swipe at the bandit queen with my Staff… and attempt to knock her weapon to the floor."

2. Your GM defines a failure condition

- If your GM accepts the feasibility of your Attack Stunt they will invent a failure condition.
- A failure condition is a negative outcome should you fail your Attack. This will be something equal and opposite to your proposed success condition.

  For example, "If you try that... there is a danger you may drop your staff and it will require your next Turn to retrieve it."

3. Make a wager

- If you and your GM agree to the proposed success and failure conditions, a wager is made.
- If a wager can't be agreed on then your Action will revert back to a standard Attack.

Make your Attack roll

- Roll your Attack as normal.

Success: Your attack deals Damage… and you benefit from your agreed success condition.

Failure: You miss… and suffer the agreed failure condition.

Being targeted by an Attack Stunt

- Your GM can have enemies attempt to use an Attack Stunt on you! If this happens they will propose both the success and failure conditions.
- If an Attack Stunt on you is successful your GM may allow you to reduce, but not cancel, the failure condition with a suitable Check.

  For example, if an enemy's Attack Stunt disarms you, the GM might allow you to keep hold of you weapon with a successful Deftness Check, but have you suffer a Snag on your next roll.

⚠ All Attack Stunts are subject to the effects of Diminishing Returns (→ p256).



You can always suggest a failure condition when you propose your Attack stunt, but your GM gets the final say.



If a player proposes an Attack Stunt you deem impossible then suggest a similar, but more feasible, alternative.

If you are struggling to come up with a suitable failure condition, default to a Snag on their next Action or give their opponent an Edge on theirs.

Example wagers:

Entangle (Restrain) an enemy with your chain whip, fail and they'll fall to the floor (Toppled).

Hurl a sword at a flying foe that's out of Melee Range, fail and the weapon lands 1 Battlefield Area away.

Drive an enemy back over a precipice, fail and you make a Check to see if you both go over the edge (refer to the Impact Table!)



If your Speed Rating is Slow you can risk performing an Attack Stunt to Move and make a standard Attack in the same Turn!

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COMBAT TRICK

Forgo your Attack and use cunning, not steel, to put your opponent at a disadvantage. Trip them up (Toppled), dazzle them with your shiny shield (Blinded), or use some other crafty tactic!

1. Define your Combat Trick

- Choose a target and state the intention of your Combat Trick.

  For example, "I'm going to pull the Skelemaster's cloak over his head in order to obstruct his vision."

2. Your GM determines the difficulty

- Your GM decides what effect your Combat Trick has on the fight and whether it automatically works or will require a Check or Contest to pull off (→ p216).

  For example, "If you make a Deftness Check you can whip the cloak over his face and he will be Blinded until he takes a Turn to straighten himself out."

⚠ All Combat Tricks are subject to the effects of Diminishing Returns (→ p256).



If your character isn't great at fighting you can assist with inventive Combat Tricks to help turn the tide of battle.

DIMINISHING RETURNS

A unique trick can catch your foe off guard, try the same thing again however...

- When you attempt to use the same Attack Stunt or Combat Trick on the same target, you suffer a Snag on your roll or, if no roll is required, it simply does not work.
- If you sufficiently alter a subsequent attempt of an Attack Stunt or Combat Trick, your GM may allow you to avoid the effect of Diminishing Returns.



Diminishing Returns can apply to Custom Action when directed at any foe who is expecting it, like an ancient beast who is used to having its well known weakness exploited.

ASSIST ACTIONS

Use your Action to give others a better chance of success with theirs.

ATTACK ASSIST

Focus your Attack on opening up your foes defenses rather than doing Damage. Your feint from the right creates a clear striking opportunity for an ally on the left.

1. Define your Attack Assist

- Choose the Weapon or Ability you intend to use, then select a target as if making a standard Attack.

  Next choose an ally that will benefit from your distraction.

  For example, "I let out a battle roar and wildly swing my hammer around to draw the temple guardian's attention, so Gavril can get a clean shot at its weak point."
- Any ammunition, or Abilities with limited use, are expended if used during an Attack Assist.

2. The assisted character Attacks

- On their Turn, the chosen ally benefits from a Minor Bonus (+2) to any Attack roll made against the distracted foe.

  An additional Attack Assist, that targets the same foe and ally, can increase this to a Major Bonus (+4).
- An Attack Assist lasts for 1Turn.



Monsters work together too! Mooks will help Bosses with Attack Assists and scheming Skelemen love a cunning Combat Trick!

TACTICAL ASSIST

Use your Action to help an ally make an otherwise impossible Attack. For example, holding a beast's mouth open so an ally can throw a bomb into it.

1. Define your Tactical Assist

- Choose a target and state the intention of your Combat Trick.

  For example, "I'm hurling Charla up in the air so she can reach the Colossus' Strike Point."

2. Your GM determines the difficulty

- Your GM decides if your Tactical Assist automatically works or if you will require a Check or Contest to pull it off (→ p217).

  For example, "If you make a Might Check... you can get Charla high enough to make an Attack roll."



Your team can chain a series of Tactical Assists together to create an attack opportunity but, like all chains, if one link fails the whole thing fails.

TACTICAL ACTIONS

Spend time to get into a better tactical position or use an Ability during a Fight.

USE AN ABILITY

Use a Calling or Species Ability.

- Using an Ability during a Fight requires the use of your Action, unless otherwise stated in the Ability's description.

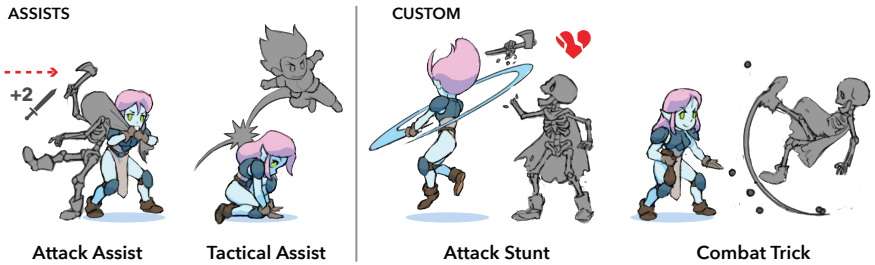
EXTRA MOVE

Don't stop to act, keep on moving.

- Forfeit your Action to make an additional Move on the Battlefield.
- If your Speed Rating is Slow, you need to use the Extra Move Action to move to a new Battlefield Area.

ACTIONS





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REACT

Second-guess your enemy and disrupt their combat plan.

1. Predict an adversary's Action and declare your reaction to it.

- On your Turn declare you are going to React by proposing a response to an anticipated event.

  For example, "I will crouch in the corner and when someone enters, I will trip them up."

2. Reacting to the anticipated event

- If the anticipated event occurs during an opponent's Turn, you may React.
- Your reaction is resolved according to the type of Action attempted. For example, tripping an opponent entering the room would be resolved like a Combat Trick.
- If successful, your intervention may disrupt your opponents' Turn. For example, the Toppled enemy will no longer be able to Attack as intended.
- If the anticipated event does not occur, or you opt to simply wait without proposing a reaction, you instead act at the very end of your adversaries' Turn.

FIRST AID

Stop a fallen comrade from dying, or get them back on their feet.

- To perform First Aid you must be in the same Battlefield Area as your patient.
- You can stop an ally dying who has suffered the Near Death or Mutilated Injury, if you can get to them within 2 Turns.
- You can wake a character who is Out Cold, but they won't be able to make any further Combat Actions for the remainder of the Fight.

FLEE

If a Fight is not going your way, get out before all is lost.

- A Fight will end if one side decides to Flee, as a group, on their Turn.
- Your GM may decide the team that takes flight must win a Deftness Contest to get away cleanly, with failure allowing the opposing team to take one final Turn.

MISCELLANEOUS ACTIONS

Any task not covered by another type of Action is considered Miscellaneous.

1. Define your Miscellaneous Action

- On your Turn, describe your proposed Action to Your GM.

  For example, "I want to find and retrieve the Booster Cake from my backpack"

2. Your GM determines if your Action is valid and if it requires a Check

- Miscellaneous Actions cannot create a combat advantage or cause harm to a foe. If they do this, they are considered to be a Combat Trick or Attack Assist.
- A single Miscellaneous Action must not take longer than 10 seconds.
- Your GM may decide you need to make an appropriate Check to perform your Action.
- Your GM will split longer proposals into a series of Actions spread over a series of Rounds.
- If your GM decides your proposed Action takes less than a second or two, they may allow you to perform an additional Action on your Turn.

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DAMAGE

Your health is tracked in two ways, with Hearts and Injuries.



When your GMCs are low on Hearts, provide the players with an appropriate description. For example, 'You can see in their eyes that they are losing confidence' or 'They start to wheeze and stagger'.

HEARTS

Hearts measure temporary damage and are depleted during a Fight.

Losing Hearts

- You start every Fight with your full Hearts Total, regardless of any losses incurred in previous battles.
- Hearts are depleted in a Fight after being struck by a successful Attack.
- The number of Hearts lost from an Attack (Damage) depends on the Weapon Type or Ability used in the Attack.

ⓘ Weapon Types (→ p152)

Losing all your Hearts

- When an Attack reduces your Hearts to 0, or below, you must roll on the Injury Table (→ p260) and suffer the consequences.
- If you are reduced to zero Hearts in combat from a source other than a weapon attack, for example a Harmful Battlefield Condition, you will be directed to roll on an alternative Injury Table.
- ⚠ If your Injury permits, you can Fight on with less than 0 Hearts but must now roll on the Injury Table every time you're hit.

Reducing an adversary to 0 Hearts

- When you reduce an adversary to 0 Hearts, they do not suffer an Injury. Instead, you may choose to slay them or spare them.
- A spared foe falls unconscious and wakes a few hours later with their Hearts restored. If desired, you can also choose to leave them with an Injury (→ p260) of your choice, or leave them with a distinctive scar to remember you by.

INJURIES

Injuries are lingering ailments sustained after losing all your Hearts in a Fight or from other significant sources of harm.

Determine your Injury

- Roll on the Injury Table (→ p260).
  - For the first Injury sustained in a Fight use the results for I Light Injury.
  - For your second Injury use the results for II Severe Injury.
  - For your third, and subsequent Injuries, use the results for III Critical Injury.
- Injuries remain until you receive proper Treatment (→ p262).

Non-Fight Injuries

- Injuries can also be gained by suffering a Peril, like falling or burning (→ p267).
- Injuries caused by Area Conditions are applied at the end of your Turn.

DAMAGE TYPES

Damage Types come in many flavors. Each type can be more or less effective against specific foe. For example, an Asura might be immune to Mundane Damage, resistant to Dark Damage, but susceptible to Bright Damage.

- **Mundane Damage** is inflicted by non-magical weapons.
- **Special Damage** is magical in nature and includes: Bright, Dark, Flame, Frost, Lightning, and Twilight Damage.

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INJURY TABLE

Roll your Injury 1st Injury roll (light) 2nd Injury roll (severe) 3rd+ Injury roll (critical)

Shocked/Stalled
1-5 / 1-3 / 1-2

A solid blow has stunned you.

Miss your next Combat Turn.

Armor crash
6-9 / 4-6 / 3-4

Your armor absorbs a dangerous blow.

Your armor's Defense Bonus is reduced by 2. This penalty lasts until your armor is repaired.

When your Armor Bonus is reduced to 0, your armor is destroyed.

If you are not wearing armor, count this Injury as Wounded.

Wounded
11-14 / 7-9 / 5-6

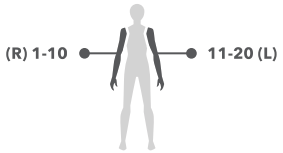
You've taken a non-fatal but significant wound.

Your maximum Hearts Total is reduced by 1 until you receive Treatment for this Injury.

If this Injury reduces your Hearts Total to 0, count this Injury as Quiet Death.

Broken arm
15-16 / 10-11 / 7-8

A blow to your arm has left it useless.



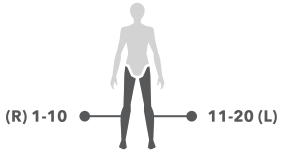
Roll to see which arm is broken (1-10 right arm, 11-20 left arm).

Your Might Aptitude is halved when making Checks or Contests requiring the use of your arms until you receive Treatment for this Injury.

If this Injury occurs on the same limb a second time, count this Injury as Severed.

Broken leg
17-18 / 12-13 / 9-10

A strike to your leg forces you to hobble or crawl.



Roll to see which leg is broken (1-10 right leg, 11-20 left leg).

Your Speed Rating is reduced by a single step.

You suffer a Snag on all Might and Deftness Aptitude Checks and Contests requiring the use of your legs until you receive Treatment for this Injury.

If this injury occurs on the same limb a second time, count this Injury as Severed.

Out cold
19-20 / 14-15 / 11-12

You are knocked senseless and out for the rest of the fight.

You fall to the ground and can no longer participate in the Fight. You will regain consciousness once the Fight is over and suffer no lasting damage.

An enemy can slay you immediately if they are unhindered and use their Turn to do so.

If you receive First Aid you will be revived but cannot use any Combat Actions for the remainder of the Fight.

Near death
16-17 / 13-14

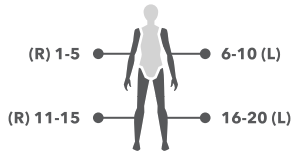
You're dying, and need urgent attention.

You'll die within 2 Turns if help doesn't arrive.

First Aid reduces this Injury to Wounded.

Severed
18 / 15-16

A limb is sliced off, crushed, or otherwise detached.



Roll to see which limb is severed (1-5 right arm, 6-10 left arm, 11-15 right leg, 16-20 left leg)

You'll need Magical Treatment or a Prosthetic Replacement to regain the limb's function.

Until replaced, consider a severed arm as the Broken Arm Injury, and a severed leg as the Broken Leg Injury, except you obviously cannot use your severed limb at all.

Re-roll if the limb has already been severed and not been replaced. If you have no limbs left, you've been decapitated and are dead.

Mutilated
19 / 17

You're dying and need urgent attention. Even if saved, the injury is so terrible it will leave you debilitated.

You'll die within 2 Turns if help doesn't arrive.

First Aid will prevent your death but... you suffer a -1 penalty to an Aptitude of your choice which is related to the wound. For example, -1 Insight for a head blow.

⚙ **Bio-Mechanoid?** You lose your Robotic Quirk. The second time your receive this Injury, suffer the Aptitude penalty above.

Magical/Advanced Treatment is required to remove the lasting effect of the Injury.

Mortal wound
20 / 18

You've been impaled, beaten, or lacerated in such a way that death is imminent.

You have received a fatal blow and will die, no Treatment can save you.

You may take one last Action on your next Turn before expiring. Make it count!

Your body is recoverable, so perhaps there is a chance at some unnatural resurrection...

⚙ **Bio-Mechanoid?** You lie not dead, but offline. You have one chance at being rebooted but the Advanced Treatment will suffer a Snag. Failing this, maybe your core could be transferred to an alternative shell.

Quiet death
19

You are killed instantly, without theatrics.

You are dead. Your body is recoverable, so perhaps there is a chance at some unnatural resurrection...

Messy affair
20

You've been splattered, disintegrated, or otherwise scrubbed from existence.

You are dead. The fatal blow leaves little that is recognisable.

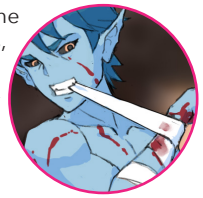
⚙ **Bio-mechanoid?** Make a Grit Check. Failure results in an explosion doing 2 Hearts of Damage to anyone in the same Area as you. If you succeed, you fall to pieces on the spot.

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TREATMENT OF INJURIES

To fully recover from the more grievous Injuries, you need to recieve proper Treatment and, if healing naturally, a significant period of convalescence.



TREATMENT

Less severe Injuries, those that don't require Magical or Advanced Treatment, can be remedied with a simple medical procedure and a little time.

Treatment for organic characters

- Treatments for a basic Injury do not require specialist knowledge, all PCs are familiar with rudimentary medical practice.
- If your Injury requires Treatment to remove, you need to use the 'Heal an Injury' Downtime Activity (→ p273).
- You can only heal a single Injury during Downtime. If you have multiple injuries, the least severe one is the first to be healed.
- A removed Injury has no lasting physical effect, although you can choose whether the Injury leaves you with a memorable scar.
- Certain Abilities can also remove Injuries. How these work will be listed in the Ability's description.

Treatment for Bio-Mechanoids

- You do not repair naturally. Removing an Injury requires Extensive Repair (→ p285) by a Gadgeteer capable of working with Advanced Items (→ p284).



If you want, PCs suffering from a single Wound can recover between Sessions without needing Downtime or Repairs.

PROSTHETIC REPLACEMENTS

Synthetic limbs and body parts can be grafted on to both Bio-Mechanoids and organic folk. These rare parts must be salvaged from Techno Relics or engineered by specialised crafters.

- Installing a Prosthetic Replacement requires a Gadgeteer capable of working with Advanced Items (→ p284) to use a Downtime Crafting Session (→ p273).
- You must provide a suitable replacement body part prior to the grafting attempt.

MAGICAL/ADVANCED TREATMENT

Past civilisations had discovered ways in which magic and advanced technology could treat grievous wounds. Most of this knowledge was lost in the 3rd Cataclysm. Finding a practitioner of these forgotten arts is almost impossible.

DEATH CURE

Death is an occupational hazard for Adventurers, and one that comes sooner to the impetuous. Researchers furiously search for the ultimate cure, believing that even death can be reversed. Immortals and the Undead walk the earth as death-defying proof. Maybe there is a way, but whatever it is, it will certainly come at a great cost…

SUNDERING

You can attack inanimate objects in order to break them or stop them functioning. For example, breaking down a door or severing shackles that bind an ally.



Damaging objects

- To hit an object, your Attack roll must be higher than its Defense Rating. See the Object Defense Ratings Table (→ p263).
- The amount of Hearts an object has is dependant on its size. See the Object Hearts Table (→ p263).
- To Damage an object, you need an item as hard, or harder, than the target object. A wooden mallet cannot break an iron sword!
- Objects made of Magical Materials can only be Damaged by other items made of Magical Materials.

  ⓘ Magic Materials (→ p288)
- Concealed, Quick, and all Missile Weapons are unable to break objects larger than hand-held.
- Trying to Sunder items larger than those in the Object Hearts Table is impossible with regular weapons and attacks. However, portions of larger objects may be targeted and broken. For example, you can't destroy a castle wall with a hand held weapon, but maybe you can punch a hole in it large enough to crawl through.
- An object that has lost some of its Hearts is still usable and requires Light Repairs to restore it.

  ⓘ Light Repairs (→ p285)

Sundering items

- An object reduced to 0 Hearts is broken or unusable and requires Extensive Repairs to restore it.

  ⓘ Extensive Repairs (→ p285)

OBJECT DEFENSE RATINGS

Material (Example)	Defense
Fragile (Glass)	10
Resistant (Wood)	14
Hard (Stone)	16
Very Hard (Metal)	18
Supernatural (Magical Materials)	20

OBJECT HEARTS

Size	Hearts
Hand-held items no larger than a knife or dagger	1
Large hand-held items, most weapons or objects requiring both hands to hold or carry	4
Chib-sized, too big to carry around easily, but not impossible	6
Man-sized, about the size of an average adult human	8
Cart-sized, up to the size of a caravan or skimmer	12



The sizes are deliberately vague so don't get hung up on working out what size category an object falls into, just pick and go.



Destroy the enemies' gear! Sometimes attacking an object can be more effective than targeting a foe.

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COLOSSAL COMBAT

Your pathetic attacks are like raindrops against the largest of Outer World's beasts, but keep the faith, even colossi can fall. You just have to slay them one piece at a time.

Strike Points

- Colossal creatures are divided into Strike Points that function like Battlefield Areas (→ p248). These are shown on their Creature Map
- When you Attack a Colossus you must target a specific Strike Point.
- To Attack with a Melee Weapon you must be on, or next to, the Strike Point you are targeting. For example, standing on the head of a giant serpent or standing in the same Area as the leg of an enormous insect.
- Missile Weapons can target any Strike Point within Range.

Moving across Colossal creatures

- You can move between Strike Points in same way as you move between Battlefield Areas.
- Depending on the shape of the Colossal monster, you may require Special Movement or need to climb to access certain Strike Points.

Destroying Strike Points

- Each Strike Point has its own Hearts Total. Reducing a Strike Point to 0 Hearts will destroy or disable it.
- The Colossus will be crippled when it loses one of its Strike Points. The effect will depend on the Strike Point destroyed. For example, destroying a limb might disable an Attack or hinder its movement and destroying a shell might reveal the Colossus' Core Point.

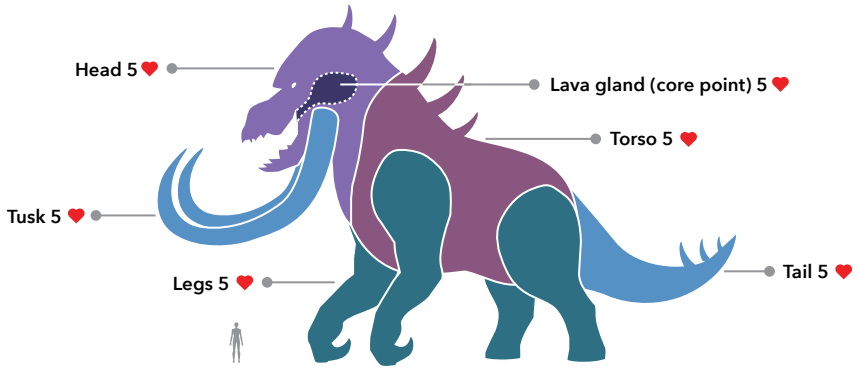
The Core Point

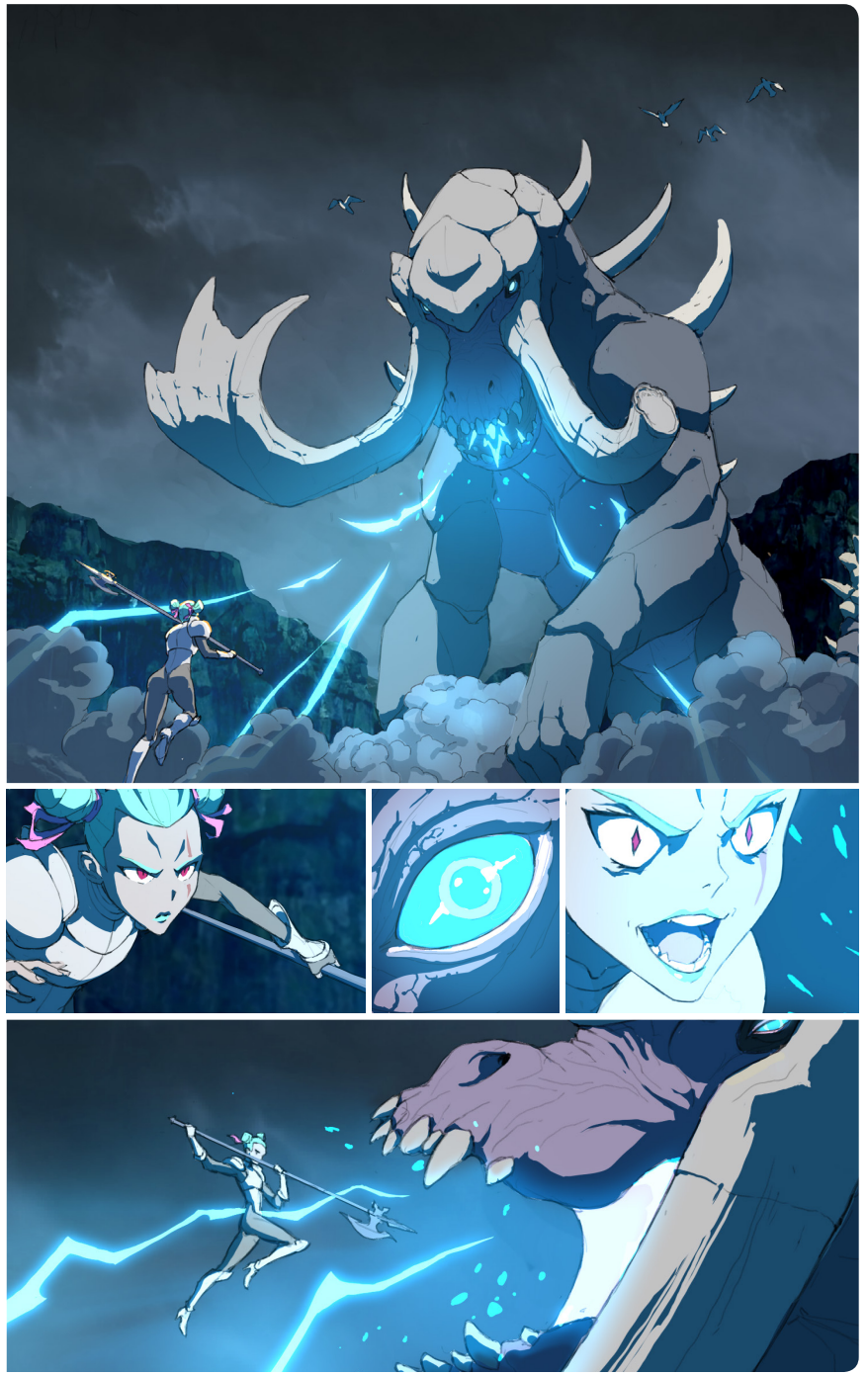
- The Core Point is a Strike Point that is vital to a monster's survival. Reducing the Core Point to 0 Hearts will kill the Colossus.

Sweep Actions

- In addition to their normal Action, a Colossus is able to perform a Sweep Action.
- When a Colossus uses its Sweep Action it targets one of its Strike Points with the aim of harming or hindering anyone located there. For example, it may discharge an electric pulse or lash out with an annoyed swat of its tail.

EXAMPLE CREATURE MAP

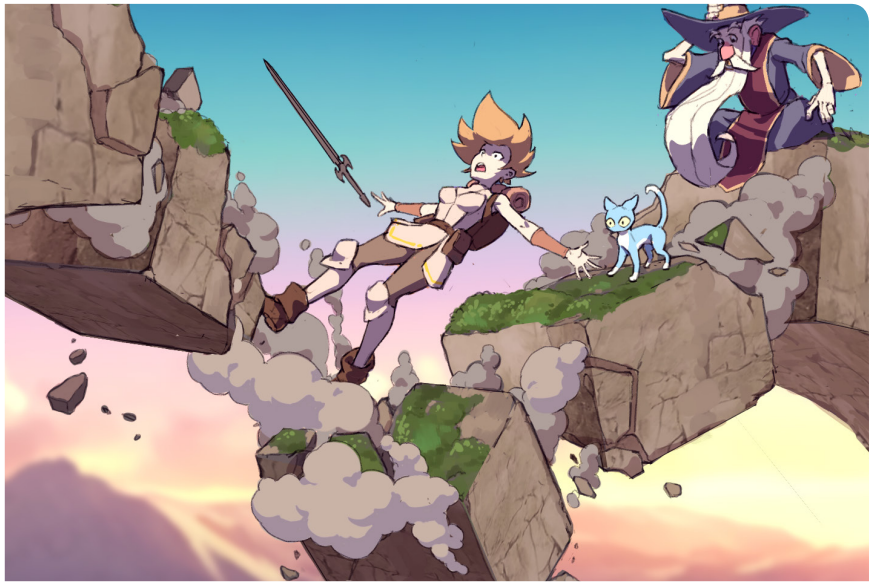


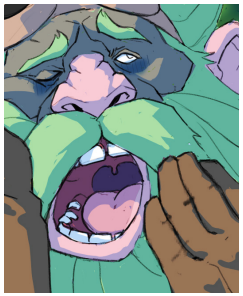


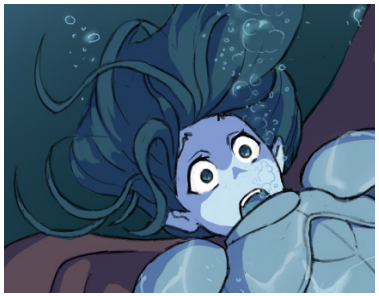
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PERILS

You'll face many dangers and hardships when out on adventure, from collapsing buildings and explosive traps to sleep deprivation and starvation.









When to use these rules

Whenever you suffer physical or mental harm, or alteration, you are experiencing a Peril. For example, being exposed to the Dispiriting Aura of a powerful Asura or just being very, very tired.

What these rules cover

- Receiving Injuries from burns and falls.
- Ailments you can suffer at the hands of hostile magic or circumstance, such as Disorientation, Petrification, or Starvation.

NON-COMBAT INJURIES

In a Fight you can avoid Injury with your skill, pluck, and determination, but these things can't help you when you fall foul of an environmental hazard.

FALLING/IMPACT INJURY

If your body is subject to a sudden impact, such as plummeting from a great height or being involved in a high speed collision, you will suffer an Injury.



- Estimate the height of your fall, or speed of your collision, then cross reference the Impact Table (→ p267) to determine the level of Injury you sustain.
- Once you've determined the Injury level you suffer, roll on the standard Injury Table.

ⓘ Injury Table (→ p260)

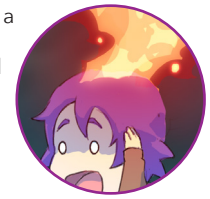
IMPACT TABLE

Determine you Impact Injury

Height/Speed	Injury level
Under 15ft / 15mph	Light Injury
Between 15-30ft / 15-30mph	Severe Injury
Over 30ft / 30mph	Critical Injury

CAUSTIC/BURNING INJURY

If you are exposed to a skin corroding effect, such as being soaked in acid or caught in a violent pyroclastic blast, you will suffer a Burn Injury.



- Roll on the Burn Injury Table to determine the burn severity (→ p267).

BURN INJURY TABLE

Roll your Burn Injury

1-5 Shock

You are singed but otherwise unharmed.

- Your next Action is lost while you regain your composure.

6-15 Superficial burn

You suffer a minor but irritating burn.

- You suffer a -1 Penalty to all rolls until the Injury receives Treatment.
- If you are already suffering from this Injury, and receive it a second time, treat it as a Serious Burn.

16-20 Serious burn

You suffer painful burns.

- You suffer a -1 Penalty to all rolls until the Injury receives Treatment.
- You suffer a -1 to your Hearts Total until the Injury receives Treatment.
- If you are already suffering from this Injury, and receive it a subsequent time, your Hearts Total is further reduced by -1.
- You die when reduced to 0 Hearts.

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AILMENTS

Ailments are lingering effects that alter or impede a character's capabilities.

Contracting Ailments

- Ailments can be contracted in multiple ways. You can be infected by a monster's bite, cursed by a Magitech item, or just given one by your GM if the situation warrants it.

Removing Ailments

- Some Ailments have specific remedies, others will be dependent on the source of the Ailment. For example, weak magic may simply wear off in a few minutes but a powerful hex might require an equally powerful counter-spell.

BALLOONED



Your body swells to inconvenient proportions. This embarrassing ailment is most often caused by spiteful hexes or other malicious magic.

When Ballooned...

- Your Speed Rating is Slow.
- You suffer a Snag on Might, Deftness, and Grit rolls.
- You suffer a Snag on Attack rolls.
- Attack rolls that target you benefit from an Edge.
- You are buoyant and easy to roll about, you float in most liquids.
- Armor or other snug clothing may rip or fall off, requiring repairs.
- You cannot fit through doorways or into small spaces.
- To remove the Ailment you must be drained or deflated. Gross!

⚠ Rigid or intangible creatures are immune to being Ballooned.

BLINDED/DEAFENED



Many things can cause a temporary, or permanent, loss of the senses such as being close to an ear-splitting roar or being blindfolded by guards.

When Blinded/Deafened...

- You incur a Snag on all rolls that depend on the affected sense until the Ailment is removed.
- Your GM will also apply other appropriate restrictions connected to your loss of sense. For example, if Deafened verbal communication would be inhibited.

CHIBBED



Certain spells, poisons, and curses can cause you to shrink in size. Unaccustomed to your new proportions, you will find it tricky to function.

When Chibbed...

- Medium Species become Small. You suffer all the physical penalties of being Small without any of the benefits:
  - -1 Penalty to your Might aptitude.
  - Reduced to 8 Inventory Slots.
  - Your Combat Gear Allowance is determined by your new size.
- Large Species become Medium. You lose all the physical benefits of being Large:
  - -1 Penalty to your Might aptitude.
  - Reduced to 10 Inventory Slots.
  - Your Combat Gear Allowance is determined by your new size.
- Small Species are immune to being Chibbed.

DISORIENTED



You are muddled. Maybe you are hallucinating or have had your perception altered in some way. In this confused state your actions don't always match up with your intentions.

When Disorientated...

- Any Attack rolls, Contests, or Checks require you to make an Insight Check beforehand.

  If you fail the Insight Check but succeed on the next roll, your GM will describe your 'success' as having an undesirable outcome. For example, a 'successful' Attack might hit a random character in the same Area as your intended target.
- To remove the Ailment you must use your Action to attempt to regain your senses. This requires a successful Insight Check.

⚙ **Bio-Mechanoid?** You are immune to this Ailment if the source is biological, such as a venom. You can still become Disorientated if the source is capable of affecting your processing, such as an electrical shockwave.

DISPIRITED



It is not uncommon for adventurers to become discouraged, but this is different. You are overwhelmed by despair, your eyes devoid of hope.

When Dispirited...

- You are aware and able to address others in a soulless whisper, but you are unable to find the will to move, defend yourself, or take any other actions.
- You can be moved by force or attacked but will not resist.
- Your Defense Rating does not benefit from any Speed Rating bonus you normally receive.
- To remove the Ailment requires the help of another. Your assistant must be in the same Battlefield Area as you and use their Action in an attempt to restore hope.

  This requires your assistant to make successful Aura Check. Failure means they cannot help you any further, but others may make additional attempts.

FATIGUED



If you adventure for prolonged periods of time without rest you will inevitably tire. Fatigue is a concern when you skip, or are unable to sleep.

When Fatigued...

- For each day of missed sleep you suffer a -1 Penalty to any Checks, Contests, or Attacks you make.
- Once the accrued Penalty exceeds half your Rank, you will collapse involuntarily and cannot be roused for a 24 hour period, but you will wake up refreshed.
- To remove the Ailment you must sleep for 24 hours straight.

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JELLYFIED



A curse, or other eldritch cause, has transformed your body into viscous goo. Your semi-liquefied form makes movement and manipulation difficult.

When Jellyfied...

- Your Might and Deftness Aptitudes are halved.
- Your Speed Rating is Slow.
- You dissolve in water, or similar solvents. If submerged, you are suffer the effects of the Harmful Battlefield Condition (→ p250).
- You are immune to the effects of Falling/Impact Injury.
- You can squish through small gaps or fit into unusual spaces.

OVERBURDENED



Carrying an excessive load not only slows you down, it also makes your movements strained or awkward. Your back won't thank you either.

When Overburdened...

- Your Speed Rating is reduced by a single level.
- You suffer a Snag on all Might and Deftness Checks.

PETRIFIED



A fantastical power roots you to the spot and slowly immobilizes you. Maybe you're frozen stiff or perhaps your flesh is turned to stone.

Being Petrified...

- Petrification takes 3 Rounds to completely paralyze you:
  - **Round 1:** You are unable to use your legs on your Turn.
  - **Round 2:** You are now unable to use your arms on your Turn.
  - **Round 3:** You are fully Petrified!

When Petrified...

- You are unable to move or perceive anything while Petrified.
- Attacks on you are treated as if made on an inanimate object. Your Defense Rating is dependent on the type of material you've been transmuted into.

  ⓘ Sundering (→ p263)
- Your Petrified weight is dependant on the material you've become. A solid stone figure could be used to barricade a door or crush a foe!

PUTREFIED



You start to decay or rot and begin to produce a fetid odor. A painful death awaits, or worse, transformation into a horrifying mess.

When Putrefied...

- You lose 1 Heart per Turn.
- You must make a Grit Check when you are reduced to 0 Hearts.

  Success means putrefaction stops, leaving you weakened but otherwise unharmed.

  Failure means death or a disturbing fate specified by the cause of the putrefaction, or by your GM.

RESTRAINED

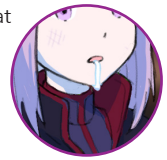


You are tied up, shackled, or otherwise prevented from using your limbs. Perhaps you're bound by a length of rope or maybe gripped by a muscular tentacle.

When Restrained...

- You cannot take any actions that require the precise use of your restrained limb (or limbs). Your GM will decide whether you can Move and what Actions or Abilities you are still able to perform.
- Your GM may allow successful Might or Deftness Check to wiggle or break free of your bonds if they can be overcome in this way.

STARVED



Hunger is a constant threat for the desperate folk of Outer World, and as an explorer you are more likely than most to find yourself short of food.

When Starved...

- For each day of missed food you suffer a -1 Penalty to your maximum Heart Total.
- Once the accrued Penalty reduces you to 0 Hearts, you will perish.
- The Ailment is removed, and your Hearts Total restored, when you consume 1 day's nutrition.

SUFFOCATED



You are being asphyxiated. Whether it's thick smoke from a burning wood or an extended period below the water, you'll die if you don't get air soon.

When Suffocated...

- You can hold your breath for the number of Rounds equal to half your Grit Aptitude (rounded down).
- After this, If you fail to escape from the source of the Suffocation, you will fall unconscious and die in the subsequent Turn unless rescued.

TERRIFIED

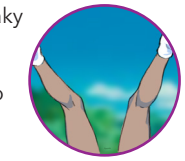


So, you're a big brave adventurer eh? The growl of a fearsome Proudhound or Galrave's haunting laugh can reduce the bravest soul into a quivering wreck.

When Terrified...

- You suffer a Snag on Checks and Attacks that involve interacting with the source of your terror.
- When Companions or GMCs are Terrified they must move away from the source of their terror at full speed until it is out of sight. They will not return unless the threat has been removed. If trapped, or unable to run, they will curl up in a fetal position or stand trembling, paralyzed with fear, unable to move or act.

TOPPLED



A mighty blow or a sneaky trip has left you lying flat on your back like an upturned beetle. Get up quickly or you'll be an easy target.

When Toppled...

- You cannot Move.
- Your Defense Rating does not benefit from any Speed Rating bonus you normally receive.
- You suffer a Snag on all Attack rolls and Checks involving Might and Deftness.
- Anyone Attacking you gains an Edge on their Attack roll.
- You must use your Turn to get back on your feet to remove the Ailment.



These are just some of the Ailments that can afflict PCs. Need one that isn't listed? Create your own!

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DOWNTIME

While adventuring keeps you busy, occasionally you'll find yourself with time on your hands. This is the time to relax, recover, plan, and prepare.



When to use these rules

Whenever there is a deliberate and significant break in your adventure, you can indulge in a little Downtime. For example, after completing a quest in the woodlands your team decides to rest, celebrate, and prepare for your next adventure in a nearby town.

What these rules cover

- The different Downtime Activities and the unique rules for engaging in them.
- Forming Social Bonds with other characters.
- Developing a Reputation that precedes you, for better or worse.

DOWNTIME ACTIVITIES

Adventuring being what it is, any Downtime might be your last!

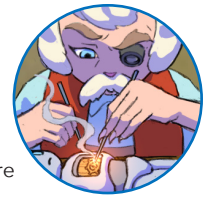
- Performing Downtime Activities requires approximately a week's worth of in-game time, typically the period between the end of one adventure and the start of the next.
- Your GM will determine whether there is an opportunity for you to perform a Downtime Activity.
- Each Activity has its own specific rules to determine the result of your chosen Downtime Activity.



You can include Downtime Activities at the beginning or end of a gaming session or, if you prefer, you can resolve them outside of a Session over email or lunch!

CRAFTING

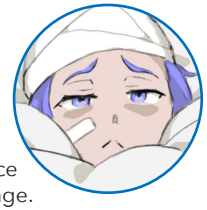
At last you've got the time to bust out the tools and fix that mechanized gadget or pull on your apron and bake a fresh batch of your signature booster cakes.



- You can create, modify, or repair an item of your choice.
- Crafting requires you have a Ability that grants you a Crafting Discipline. For example, Artisan Smithy or Love-Love Chef.
- You will also need the time, tools, materials and workspace required by your chosen Crafting Discipline.

ⓘ Craft (→ p280)

HEAL AN INJURY



Convalescence is a tedious but necessary activity for adventurers. Soothe your charred flesh in an elven spa or click that hip back into place with a dwarven massage. Rest well, adventure long!

- You can remove an Injury you picked up on your travels.
- If you have more than one Injury, the least severe one heals first.
- Healing requires a relaxing environment and regular meals.
- A second Injury or Ailment of your choice can be removed, or a lost limb restored, if you can find and afford Treatment Services (→ p201).
- Rest won't heal Severed or Mutilated Injuries, they require Advanced or Magical Treatment.

ⓘ Advanced Treatment (→ p262)

⚙ **Bio-Mechanoid?** You do not repair naturally. Removing an Injury requires Extensive Repair (→ p285) by a Gadgeteer capable of working with Advanced Items (→ p281).

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IDENTIFYING A RELIC



Techno-Relics, and other Artifacts of the bygone age, usually don't come with instruction manuals. With a bit of trial and error you'll have it figured out in no time.

- You can attempt to identify a mysterious item's powers and means of operation.
- Identification requires adequate space to conduct tests. For example, a small item might be examined in a ship's cabin, while large items might require a barn or field for evaluation.

Requires a Check

The Aptitude Check used depends on the item you're identifying:

- **Techno-Relics and Gadgets:** Methodical inspection and experimentation requires an Insight Check.
- **Artifacts:** Communing with an item requires an Aura Check.
- **Magitech:** This blend of magic and technology can be deciphered using an Insight or Aura Check.

Success: You've discovered what the item does and how to activate it.

Failure: After much careful poking and prodding, the item remains a frustrating enigma. You can now:

- Continue your research in a subsequent session of Downtime. This subsequent attempt will benefit from an Edge, or…
- Throw caution to the wind and engage in Reckless Research. This grants you one more Check to identify the item. If you fail again you must roll the consequence on the Reckless Research Failure Table.

Reckless Research Failure Table

Roll a mishap

1-8 Snap!

The item broke and now requires Light Repairs before it can be used.

9-15 Kaboom!!

You are wounded by violent mishap, roll on the Injury Table (→ p260).

16-20 What the… !?

Your careless prodding has triggered a mishap unique to the Artifact. Your GM will decide what this is.

PREPARATION



Yeah, you could spend the week lording it up with your friends, but you prefer to get organized. Your diligence means you're always prepared.

- Preparation ensures you have the right gear at the right time.
- Allocate an amount of money to spend on your preparations.
- When your adventures resume, leave a number of Inventory Slots blank for prepared items.
- You can use the allocated money to 'purchase' any items you require at any point in the game, providing you have the funds and the required empty Inventory Slots.
- Once 'purchased', write the item into the blank Inventory Slot.
- Allocated money can be converted back to normal money at any time.

Prepared items would need to have been available in the settlement where you made your preparations. Your GM will decide if your requested items are acceptable.

RECRUITMENT



Followers are fine, but they only stay for as long as the money lasts. If you want someone you can depend on, you'll need to do a little convincing.

- You can attempt to convince a another to follow you for a reason deeper and more lasting than a pay check.
- Recruitment requires a Follower (→ p184) or GMC (→ p320) that is lower in Rank than you. You can then target with an emotional plea or a display of worth or power.

Your GM may decide it is impossible for you to recruit a powerful or stubborn character, such as a king or village elder.

Requires a Contest

Aura vs. Grit. You can choose which participant uses which Aptitude.

- If you have a Social Bond (→ p279) with the character, or can appeal to their weakness or desire, you are awarded a Minor Bonus (+2).

  If both apply, you are awarded a Major Bonus (+4).

Success: You have a Recruit.

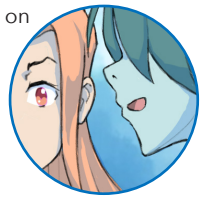
- You forge a Social Bond with your Recruit, if one doesn't already exist.
- The Recruit will remain loyal as long as you provide food, shelter and a cut of the spoils.

Failure: You have been rejected.

- You can try again next time you are both available during Downtime. Subsequent attempts to recruit the individual benefit from an Edge.

If you mistreat, neglect or abuse a Recruit, your GM will break the Bond and they'll abandon you.

REPUTATION MANAGEMENT



Create a scene, or put on a public display, that will cause those who observe it to gossip. Now cement your notoriety with a few well-seeded rumors.

- You can attempt to engineer a Reputation (→ p279) in a Settlement, or other location where news travels quickly. You can then take advantage of this Reputation later.

  For example, you might throw money around and assume the guise of a 'generous benefactor' to ingratiate yourself with a village's downtrodden community.

Requires an Aura Check

Success: You gain a Minor Bonus (+2) on all rolls where you lean into your Reputation. For example, convincing the impoverished townsfolk to provide you refuge from the king's men.

Failure: You go unnoticed or have created the wrong Reputation. For example, the villagers now think you're 'vulgar and insincere'!

- **Spread your Reputation**: In subsequent Downtime sessions, if you attempt to extend an existing Reputation to an adjacent area, you gain an Edge on your roll.
- **Changing your Reputation**: Trying to change, or spread, a contradictory Reputation to an already established one incurs a Snag on your roll.
- **Using an alter-ego**: Put on a costume and a funny voice and you're someone else. You can create a separate Reputation for any alter-ego you assume, but you'll have to spend your entire Downtime in character!

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RESEARCH YOUR NEXT ADVENTURE



Ever since you heard that story in the tavern, or noticed that cryptic sigil carved into a tree, you've wanted to know more. If you spend the week researching, who knows where it might lead...

- Researching requires a location with a source of specialist information. For example, a well stocked library or a wise hermit. Your GM will decide if your current location can support your investigation.
- First, ask a question about an object, individual, or place. For example, 'How do I slay the Queen of Weeping Shadows?' or 'Where can I find the Blade of Bloom?''
- Next, your GM will tells you what your Research reveals in the form of an Adventure Hook (→ p332). For example. 'Only the Red Sage knows the Queen's weakness. He hides, in fear of his life, in the Buried Kingdom' or 'The Blade of Bloom is rumored to be located in ruins near the town of Beacon.'
- Now all you need to do is convince your comrades to follow the trail. Following up on a Researched Adventure Hook earns you, and your comrades, 1 XP.



Players who choose this Activity are clearly letting you know what they are interested in. Use this valuable knowledge when devising new adventures.

SOCIALIZING



You've got a chance to spend some quality time with a lonely spouse, worried parent, or travelling companion. It's just what you need to raise your flagging spirits.

- You can attempt to temporarily increase your Heart Total by connecting with someone special.
- Socsocializing requires a PC, Companion, GMC, or other participant who is willing to spend the week with you.

Requires a Contest

Aura vs. Grit. You can choose which participant uses which Aptitude.

Success: You have renewed purpose and drive.

- You gain +1 to your Hearts Total until the next time you have a chance for Downtime.
- If you want to socialize with another PC, they must also choose Socializing as their Downtime Activity. Both of you benefit from the increase to your Hearts Total.
- You can establish a Social Bond (→ p279) with the other participant if desired. For example, a romantic interest or friendly rivalry.
- With subsequent successes you can redefine the Social Bond between participants. For example, 'Infatuation' becomes 'Love'.

Failure: You had fun but failed you to connect in a meaningful way.



Social Bonds provide Bonuses to rolls and unlock some Ability features which makes establishing them a beneficial, not just fun, thing to do.

TAMING



Domesticated animals are ready to obey your commands, but spirited beasts caught in the wild will need taming before they can be gainfully employed.

- You can attempt to tame a wild beast and make it your Animal Companion (→ p187).
- Taming requires the beast to be contained or pursued in its natural habitat, so you can earn its trust or demonstrate your alpha status.
- You cannot tame a beast that is equal or higher in Rank to you.
- You cannot tame a Colossus.
- For some beasts your GM may apply additional requirements. For example, you may need to be able to fly next to a Thunder Bird in order to tame it.

Requires a Contest

Aura vs. Grit. You can choose which contestant uses which Aptitude.

- If you can appeal to a beast's weakness you get a Minor Bonus (+2).

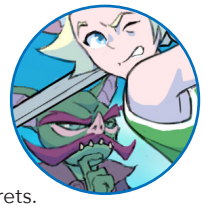
Success: The beast is tamed:

- The beast is now behaves like an Animal Companion.
- Your GM assign the tamed beast as a Pet, Mount, or Pack Beast.

Failure: The beast remains feral, you suffer a few scratches and a bruised ego.

- You can try again next time you are both available during Downtime, subsequent attempts to tame the beast benefit from an Edge.

TRAINING YOUR COMPANIONS



Not all Followers take to adventuring naturally, but with a little guidance and perseverance even the most challenging students can benefit from your survival secrets.

- For a Companion to advance they must attempt to win Training Points.

Requires a Contest

Your Aura vs. your Companion's Grit.

Success: If you win, your Companion gains 1 Training Point.

Failure: Teaching is not your thing!

- After a failed attempt, the next time you train with the same Companion you receive an Edge on your roll.

Spending Training Points

- You can spend your Companion's Training Points on improvements.
- Companions are limited to a maximum of two improvements.

Improvements

- **Weapon proficiency (2 points)** Teach your Companion how to use one of the Weapon or Armor Types that you are able to use. For Followers/humanoids only.
- **Skill acquisition (4 points)** Teach your Companion one of your Standard Elective Abilities. For Followers/humanoids only.
- **Enhanced movement (4 points)** Raise your Companion's Speed Rating by a single step or their Defense Rating by 2. For Animals only.
- **Value boost (2 points)** Companion gains +1 to their Attack, Heart Total, or an Aptitude of your choice. For any Companion.

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UNIQUE ENDEAVOR

The team wants to take a break but you've still got the itch, this time you'll just have to go solo. You'll be back before they've even noticed you're gone.



- You can attempt to complete a mini quest or mission.
- Tell your GM what you want to accomplish. For example, you want to scour local markets to find a rare ingredient or you want to snag the map you spotted hanging above the Duke's fireplace.
- Your Unique Endeavor must take no longer than a week, and be achievable with your current Rank and resources.
- Your GM will veto any suggestions deemed overly ambitious, but will help you come up with a more feasible alternative.

May require a Check or Contest

If there is a risk of failure your GM will ask you to make a roll.

- Your GM will decide whether you need to engage in a Check or a Contest based on the nature of your Endeavor. For example, finding a rare ingredient might require an Insight Check, and yoinking the Duke's map might involve a Contest between your Deftness and his guard's Insight.
- Your GM may also attach a failure condition to the mini-quest. This will be disclosed prior to your roll.
- The failure condition will be equal and opposite in weight to the ambition of the Endeavor. For example, being caught in the Duke's grounds means you flee the town with a bounty on your head.
- You can abort your Endeavor if you don't like the failure condition.



If a player wants to do something that will distract from the main game, or that other players aren't interested in getting involved in, suggest they do it as a Unique Endeavor.



If you and your GM have time between the main game, you could always play out the Endeavor in a separate solo Session!

SOCIAL BONDS

During your travels you can form significant relationships with your comrades and the folk you meet along the way. Social Bonds represent these important relationships.



Forming Social Bonds

- Social Bonds can be forged by Socialising in Downtime, through the use of certain Abilities, and also created at your GM's discretion.
- A Bond describes the nature of a relationship. They can be friendly, romantic, professional, or competitive. For example, 'a cherished friendship' or 'a respectful rivalry'.
- You can have Bonds with an unlimited number of people, but only have one Bond at a time with a specific individual.

- Your Social Bond with an individual can change by further Socialising or when the GM decides the relationship has taken a turn.

Using Social Bonds

- You benefit from a Minor Bonus (+2) on all rolls where your Bond with an individual provides extra motivation. For example, trying to outperform a respected rival or assist a cherished friend.
- Some Abilities, such as the Champion's Master Tactician Ability, require a Bond between individuals to work.



Creating and keeping a record of Bonds between PCs and GMCs will help you run your game. It can also used inspire future adventures.

REPUTATIONS

Your deeds and conduct do not go unnoticed. Your reputation can precede you, sometimes this is advantageous, sometimes not.



- Your GM can define a local Reputation for your PCs when word, or a witness, of your exploits reaches a Settlement.
- A Reputation may extend to neighboring Settlements if there is frequent interaction between them.
- A Reputation describes a community's opinion of your PCs. For example, 'well-meaning but incompetent' or 'untrustworthy but effective'.

- PCs can attempt to engineer their Reputations (→ p275), but they must compete with any existing one.
- You benefit from a Minor Bonus (+2) for all rolls where your local Reputation works in your favor and a Minor Penalty (-2) when it works against you.
- Reputations can draw the attention of influential factions and GMCs operating in the local area. In this case, your GM will decide if they'll seek your help or want to stop your annoying meddling.



You don't have to use Reputations, but they can nudge you to GMCs, and it will make the players feel like their PCs are making a difference in the game world.

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CRAFT

Whether you're restoring magical gadgets or baking enchanted booster cakes, you'll require the appropriate crafting tools and specialist knowledge.



When to use these rules

Whenever you attempt to use your Crafting Discipline to make, mend, or modify an object, you will use the Crafting Rules to determine what is possible and what the final result is like.

What these rules cover

- The procedures for Making, Customizing, and Repairing gear.
- Calculating the required tools, time, and materials involved in Crafting, and their associated costs.
- Imbuing exotic materials to make enchanted items.

CRAFTING PROCEDURE

START

STEP 1

Check you are able to Craft the item

- Your Rank and Crafting Discipline determine what type of items you are able to make, customise, and repair.

ⓘ Crafting Disciplines (→ p282)

- A Crafter of Rank 1-4 can make Basic items.
- A Crafter of Rank 5 and above can work with Magic Materials and Additives in order to make Imbued Items.

ⓘ Crafting Imbued Gear (→ p286)

STEP 2

Check you have the required tools and materials

- **Specialist Kits & Workshops:** You must have access to the stated workspace or tools required by the Crafting Discipline. These can be purchased or hired.
- **Materials & Additives:** You must provide the right amount of Materials and Additives to Craft your chosen item. These can be harvested or purchased.

ⓘ Using Materials (→ p288)
ⓘ Using Additives (→ p291)

- **Customization & Repair:** Fixing or modifying an existing item requires less materials, tools, and time.

ⓘ Repairing & Customizing Gear (→ p285)

STEP 3

Make your Crafting roll

The Crafting roll is a Check. The Aptitude used is determined by the Ability that grants you the Crafting Discipline.

- Apply the Edges, Snags, Bonuses, or Penalties that apply to your roll.
- If you are Rank 5, or higher, you automatically succeed when making, repairing, or customizing Basic Items associated with your Crafting Discipline. You can also attempt to make Basic Items without the required tools, but this will require a Crafting roll.

Success: Your item is ready for use. Any materials or costs incurred in the crafting process are expended.

Failure: You experience a Crafting Mishap! See what went wrong on the Crafting Mishap Table.

ⓘ Crafting Mishaps (→ p294)

END



If you want to Craft an item, or Custom Ability, that is not listed in this book then propose your design to your GM for consideration.



Any proposed invention should be appropriate to the Crafting Discipline being used.

Complicated or Imbued items should be classified as Advanced Items, and require the crafter to be Rank 5 or higher.

For Imbued items you'll also need to decide what Magic Materials or Additives will be required to construct the item.

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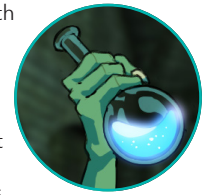
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CRAFTING DISCIPLINES

Crafting Disciplines range from Alchemy to Tailoring and are granted by Calling Abilities. Your discipline determines the items you are able to craft and the tools that are required to do so.

- **Basic Items:** Objects you can make, repair, and customize from Rank 1.
- **Advanced Items:** Objects you can make, repair, and customize at Rank 5 and above.

ALCHEMY



A practical science with many applications for the creation of useful substances. With the right ingredients, an alchemist can concoct glues, poisons, acids, and potent explosives.

Basic Items (Rank 1)

- Solvents and Oils/Fuels (→ p178) and other simple alchemical substances.
- Concocting Basic Items requires an Alchemist's Kit (→ p176).

Advanced Items (Rank 5)

- Grenades and Bombs (→ p178) and other dangerous, or magically imbued, alchemical substances.
- The properties of a new substance must be agreed with your GM.
- Your GM may require you to attain specific Additives or ingredients to create your substance.
- Concocting Advanced Items requires access to a Workshop.



This Discipline allows you to mix up your own alchemical substances. How about Rust Juice, an acid that only dissolves metals, or Asura's Tonic, a sweet poison that makes those that consume it more open to your honeyed words?

ARTIFICING



You can trap spells into rings, amulets, and other small trinkets. You can also imbue them with additives that impart their miraculous properties.

Basic Items (Rank 1)

- Temporary Artifacts, magical items that enable you to cast a single charge of the Magical Ability that a crafter has imbued into the object.

Advanced Items (Rank 5)

- Permanent Artifacts, magical items that allow you unlimited use of any Magical Ability the crafter has imbued into the object.

- Unless you already have a ready-made object to imbue, Artificing requires access to a Workshop to craft the base object,
- Artificing requires a spell caster to perform the Magic Ability that is to be imbued into the object, this can be the crafter or another individual.



As a Sage with Arcane Artificing you can come up with all manner of enchanted objects. You could imbue a brush with your Glowing Ink Ability or a necklace with Murky Mask.



The use of Abilities that have been imbued into Permanent Artifacts are the same as if they were being performed by a caster. For example, a Sun Gold mirror imbued with Everyday Divination would still be limited to being used once every 24 hours and the bearer would need to make a successful Insight Check to activate the Ability.

COOKING



A skilled chef can not only make standard rations more palatable but they can also conjure meals that bestow the consumer with wondrous side effects.

Basic Items (Rank 1)

- Rations, Hardy Rations, Treats and Basic Potions (→ p177).
- Cooking Basic Items requires simple cooking equipment.

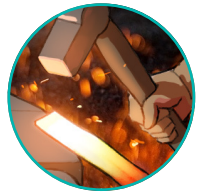
Advanced Items (Rank 5)

- Booster Cakes (→ p177) and other Arcane Confections that bestow a magical effect on the consumer.
- When ingested, Arcane Confections take effect immediately.
- Arcane Confections that restore you to your original state have a permanent effect. For example, removing an Ailment or growing back a severed limb.
- Arcane Confections that boost your performance or alter your mind or body will typically last a few hours.
- The properties of a new Arcane Confection must be agreed with your GM.
- Your GM may require you to attain specific Additives or ingredients to create your Arcane Confections.
- Cooking Advanced Items requires access to a Workshop (→ p200).



This Discipline allows you to cook up your own Arcane Confections. For example, Sleepy Fizz might make those that drink it overwhelmingly tired, or Invis-i-pops that when sucked render you semi-transparent.

FORGING



A practical but demanding discipline which involves the heating, shaping and cooling of metal to create weapons, armor, and other robust metal tools.

Basic Items (Rank 1)

- Melee Weapons (→ p152), Missile Weapons (→ p158), and their Custom Abilities (→ p160).
- Shields (→ p169) and their Custom Abilities (→ p171).
- Light, Medium, and Heavy Armors (→ p163) and their Custom Abilities (→ p166).
- Simple tools that are considered Adventuring Gear, Common Rural Goods or Common Urban Goods (→ p179).

Advanced Items (Rank 5)

- Superheavy Armor (→ p163) and their related Custom Abilities (→ p166).
- Imbued Weapons, Armor, and Shields (→ 286) using Magical Materials & Additives.

- Forging requires access to a Workshop (→ p200).

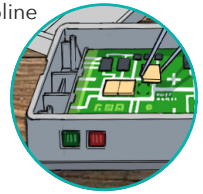
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GADGETEERING

A fiddly, precise discipline that requires patience and ingenuity. Used to create mechanical devices: anything from a simple collapsible ladder to a delicate, enchanted timepiece.



Basic Items (Rank 1)

- Unpowered or simple mechanical devices like Compasses (→ p174), Long grabbers (→ p181), or other similar inventions.

Advanced Items (Rank 5)

- Magitech Gadgets using Magical Materials (→ p288) & Additives (→ p291).

  This includes Spell Engines (→ p181) which are used to power Magitech Gadgets.
- Sophisticated machines such as powered automatons or precision instruments,
- Gadgets and their related abilities must be agreed with your GM.
- You can only repair and restore Techno Relics, like the Scanner (→ p181), as such technology can no longer be manufactured from srcatch.

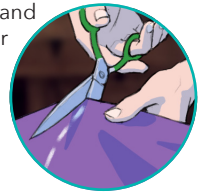
- Gadgeteering requires access to a Workshop.



Invent your own Magitech gadgets. For example, a mechanical Skree (→ p190) that can broadcast images back to its user via a pair of enchanted spectacles.

TAILORING

Beginners can design and construct appealing, or practical, outfits but the very best Tailors are able to utilize enchanted fabrics and imbue them with magical properties.



Basic Items (Rank 1)

- All Outfits (→ p172).
- Simple fabric constructions such as tents, sails, and parachutes.

Advanced Items (Rank 5)

- Imbued Outfits (→ p287).
- Outfits and clothing accessories with special abilities, such as gliding, buoyancy, or stealth.
- New Outfits and their related abilities must be agreed with your GM.
- Your GM may require you to attain specific Additives to create an Imbued Outfit.

- Basic Items require a Mender's Kit (→ p176). A Workshop is not required, but using one grants an Edge on your Crafting roll.
- Advanced Items require access to a Workshop.

Alterations

- To change one Outfit into another you make a Crafting roll. Failure results in the Outfit becoming Tattered (→ p172).



Design your own Imbued Outfits and accessories. For example, Hyper Step Slippers that grant the wearer Supernatural Leaping.

REPAIRING & CUSTOMIZING GEAR

Fixing, or altering, an existing item is quicker and cheaper than making a new one. Besides, you would never part with your lucky shield.



Repairs: Necessary when an item has been damaged or Sundered (→ p263).

Customizations: Made when you want to add a Custom Ability to an existing item. For example, adding the Spiked Ability to your Heavy Armor.

- You can only Repair, or Customize, items appropriate to your Crafting Discipline.
- Repairs and Customisations can only be carried out on Forged Items, Gadgets, Outfits, and Permanent Artifacts.

REPAIRS

The level of repair an item requires depends on how badly damaged it is.

Light Repairs

- Objects that have lost some, but not all, of their Hearts can be repaired in a couple of hours.
- Light Repairs require the use of an appropriate Specialist Kit. For example, a torn outfit would require the Tailoring Discipline and a Mender's Kit.

Requires a Crafting roll

Success: The item's Hearts are restored and it is fully functional.

Failure: The item remains broken.

- Whether you succeed or fail, you expend 1 use of your Specialist Kit.

Extensive Repairs

- Objects that are Sundered, or unusable, can be repaired in a day.
- Extensive Repairs require access to the same facilities needed to create the item from scratch. For example, repairing shattered armor would require access to an appropriate Workshop.
- Extensive Repairs cost a quarter of the item's listed price or, if you are repairing a bespoke item, would only require half the materials needed to create it from scratch.

Requires a Crafting roll

Success: The item's Hearts are restored and it is fully functional.

Failure: Crafting Mishap (→ p294).

CUSTOMIZATION

Add a new feature to your existing gear.

- Gear can be customized in one day.
- Adding a Custom Ability to an existing bit of gear requires access to the same facilities needed to create the item from scratch. For example, adding the Assault Ability to a shield would require access to an appropriate Workshop.
- Adding a Custom Ability costs half of the customization's listed price or, if the customiszation is bespoke, you would need a Slot's worth of an appropriate Material.

Requires a Crafting roll

Success: The item is customized.

Failure: Crafting Mishap (→ p294).



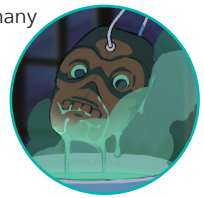
If you think an object needs more or less time (or materials) to repair or customize than stated… change it!

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CRAFTING IMBUED GEAR



The Outer World has many strange substances that, in the hands of a master craftsman, can infuse objects made with Magic Materials with wonderous and useful properties.

1. Identify your item's Imbued Gear Type

- The item you are creating will fit into an Imbued Gear Type.

ⓘ Imbued Gear Types (→ p286)

2. Choose a Suitable Material to craft your base item from

- The item you are imbuing must be constructed from one of the Suitable (Magic) Materials listed in its Imbued Gear Type.

⚠ Temporary Artifacts (→ p287) do not need to follow this rule as they can be made from Mundane Materials.

ⓘ Magic Materials (→ p288)

3. Choose an Additive to imbue your item with

- Each Additive has a set of Imbuable Abilities, one of which can be infused into your base item.
- The Imbuable Ability Types you can add to your chosen item are listed under its Imbued Gear Type.

ⓘ Imbuable Ability Types (→ p287)
ⓘ Additives (→ p291)

⚠ Not all Additives will have an Imbuable Ability that works with your chosen Imbued Gear Type.

⚠ Additives are not required when imbuing a Temporary or Permanent Artifact with a Magic Material using the Artifcing Discipline (→ p282).

? Requires a Crafting roll

Success: Your item is safely imbued.

Failure: Crafting Mishap (→ p294).



You can use the example Magic Materials and Additives listed in this book to create Imbued Gear, but ask your GM if any exist to fulfil any specific ideas you have.



You might decide your player needs to spend a Downtime Session researching substances or seeking the advice of a Sage when inquiring about the existence of unlisted Materials or Additives. Perhaps a wise hermit can guide them to the whereabouts of the Wyrm with the fireproof scales, or a week in the library at Aeon alerts them to the existence of a metal that is translucent when stationary.

IMBUED GEAR TYPES

The type of item you're crafting determines which Magic Materials you make the base item from, and what Imbuable Abilities an Additive can bestow upon your item.

IMBUED WEAPONS

Any Weapon Type made of a Suitable Material can be imbued.

- **Suitable Materials:** Magical Metals, or other sturdy enchanted materials, such as Fey Wood.
- **Imbuable Abilities:** Attack

IMBUED ARMOR

Any Armor Type made of a Suitable Material can be imbued.

- **Suitable Materials:** Magical Metals, or other sturdy Magical Materials.
- **Imbuable Abilities:** Defense or Eldritch.

IMBUED SHIELDS

Any Shield Type made of a Suitable Material can be imbued.

- **Suitable Materials:** Magical Metals, or other sturdy Magical Materials.
- **Imbuable Abilities:** Defense.

IMBUED OUTFITS

Any Outfit, or clothing accessory, made of a Suitable Material can be imbued.

- **Suitable Materials:** Twilight Silk, Pixie Blossom Leather, or other flexible Magic Material.
- **Imbuable Abilities:** Empowering or Glamor.

PERMANENT ARTIFACTS

Any jewellery or trinket made of Magic Materials can be imbued.

- **Suitable Materials:** Any solid Magical Material.
- **Imbuable Abilities** Empowering or Eldritch.

TEMPORARY ARTIFACTS

Any jewellery or trinket made of Mundane Materials can be imbued. They only have to be strong enough to hold one charge.

- **Suitable Materials:** Mundane Materials can be used, but crumble or shatter after a single use.
- **Imbuable Abilities:** Empowering or Eldritch.

IMBUED CONSUMABLES/EXPENDABLES

Any consumable or alchemical compounds made with Magic Materials can be imbued.

- **Suitable Materials:** Arcane Powder, Bright Water, Shadough, or other consumable Magic Material.
- **Imbuable Abilities:** Attack, Defense, Empowering, Eldritch, or Glamor.

IMBUABLE ABILITY TYPES

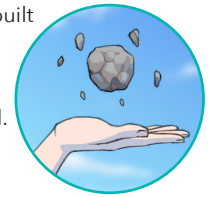
Each Additive has one or more properties it can imbue into an item. Your Imbued Gear Type will determine which ones you can add to your base item.

Imbuable Ability Types

- **Attack:** Will inflict specialized damage. For example, inflict an Ailment or do Special Damage.
- **Defense:** Will protect you from physical harm, or provide resistance to Magical Abilities.
- **Empowering:** Will enhance your natural capabilities or provide you with ones you do not have.
- **Eldritch:** Will cast a spell or similar magical effect.
- **Glamor:** Will affect or alter your physical appearance.

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USING MATERIALS



All crafted items are built from a base Material. In Outer World there are two distinct categories of Material.

Mundane Materials: Cheap and readily available, but unsuitable for creating stable enchanted items.

Magic Materials: Rare or exotic materials that possess unusual properties. They demand a high price, or require you to locate and extract them from dangerous or remote locales. Only skilled crafters can work with Magic Materials.

Calculating the cost of your crafting Materials

- When Crafting a mundane item from the Gear section of this book, the cost of the required Materials is 1/2 the amount of the listed price.

  ⓘ Gear List (→ p446)

- When crafting a bespoke item, or one made from Magic Materials, you need 1 Slot's worth of a Suitable Material for each Inventory Slot that your final crafted item will take up. For example, a pop-up shelter might occupy 2 Inventory Slots when carried and so would require 2 Slots worth of Fabric to make.

⚠ Of course, there would be no cost for any scavenged or freely available Materials.



Use the predominant Material required to craft the item when pricing up bespoke items. A pop-up shelter might include small amounts of metal and wood, for poles and hinges, but the item is mostly fabric.

MUNDANE MATERIALS

When crafting bespoke items, use the following per slot prices for calculating the cost of the required raw materials.

Fabric
1 Stone per Slot

Glass
1 Stone per Slot

Wood
1 Stone per Slot

Stone
1 Coin per Slot

Metal
1 Coin per Slot



You can vary the price based on the location. The scarcity of wood in a desert would inflate the price, but in a heavily forested area it would be lowered.

MAGIC MATERIALS

Only Magical Materials are robust enough to permanently survive the imbuing process. They are also not subject to deterioration or damage in the same way as regular materials. Most importantly, they also posses their own unique properties that make them highly desirable. However, be prepared to pay a high price for these rare substances.

- Items made from Magical Materials can only be Damaged or Sundered (→ p263) by other items made of Magical Material.

MAGIC METALS

ASH BRONZE

A red-tinted metal that flickers with an internal flame and emits a dull warmth. Excavated from solidified magma created by mana volcanoes.

150 Coins per Slot

DEW SILVER

Although a solid metal, it shimmers and ripples and is wet to the touch. Mined from caves on the coast or the bedrock of subterranean rivers.

150 Coins per Slot

SHADE IRON

An inky-black alloy created when metal is left to rust in an Asura's blood. Even metal is tormented when infused with such concentrated malevolence, it howls and groans while in motion.

150 Coins per Slot

SKY STEEL

A vivid blue metal. Found in the rocks of floating islands or at the peaks of the highest mountains. Items crafted from Sky Steel hover a few inches off the floor, but its gravity-defying nature is easily overcome with mild downward pressure.

150 Coins per Slot

SUN GOLD

A shining metal bearing the power of the Invincible Bright, even in shadow it emits a dim glow. Extracted primarily from the ground beneath Star Shards and areas close to the inert Sun Machine.

150 Coins per Slot



If you're feeling generous you could allow skilled crafters to create alloys, but combining them might require a an entire Crafting session.

MAGIC STONE

FLOAT STONE

When Float Stone is loosened from its bedrock it rises into the sky. Used to in sky ship construction and impossible architecture. Some claim to have seen entire islands drifting above the clouds.

150 Coins per Slot

MAGIC WOOD

FEY WOOD

An immortal wood that grows in the forests of Murk and other places of enchantment. Despite being separated from the soil it will still occasionally sprout berries, leaves, or blossom.

150 Coins per Slot

WARP ROOT

The transmutable roots of plants growing in soils rich in dark mana. Warp Root can be coerced to assume, and switch between, various shapes.

150 Coins per Slot

MAGIC MATERIALS



Ash Bronze



Sky Steel



Sun Gold



Fey Wood



Warp Root

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MAGIC FABRIC

PILOSE BUMPO FLEECE

The luxurious hair of the rare Pilose Bumpo naturally absorbs mana. Its wool generates a soft light and quiet popping noises when it moves.

150 Coins per Slot

PIXIE BLOSSOM LEATHER

Created from the plant fibers left behind once a Petal Pixie sprouts, this material is mildly regenerative, enabling it to smooth over fine cracks or minor tears.

150 Coins per Slot

TWILIGHT SILK

A beautiful cloth produced by the pairing of Sol and Luna moths. The material changes luminosity based on the surrounding light, dimming slighty when in shadow, glowing when in sunshine. Twilight Silk is an essential component of arcane fashion.

150 Coins per Slot

MAGIC CONSUMABLES

ARCANE POWDER, SOLID

A simple, flavorless substance that allows mundane chemicals and foodstuffs to absorb and retain mana. It is the by-product of spell casting, often carried on the wind in university cities and legendary battlefields. The powder has an unusual physical reaction when placed near anything collecting a large amount of mana, shifting towards the source of the magic like iron fillings towards a magnetic field.

50 Coins per Unit

SHADOUGH, SOLID

A hearty and buttery dough crafted from cereals that grow in the deep Shadowlands. Food made of Shadough never spoils no matter how much time passes or what it is exposed to. This makes it an invaluable ingredient among the Shadowlands Nomads.

50 Coins per Unit

GRIME GOO, LIQUID

This strange sludge, that perpetually jiggles and wobbles, collects in remote areas of the Underland. Lucky Moss Scrapers can retire if they stumble upon a rich vein of this enchanted ooze.

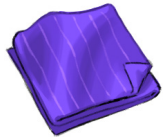
50 Coins per Unit

BRIGHT WATER, LIQUID

Sweet tasting and effervescent, Bright Water is a favorite base component of potions. It's created by soaking a Stargem (→ p180) in 2 Units of water for a month or so. Soaking rotten or desiccated food in Bright Water restores it to an edible state.

50 Coins per Unit

MAGIC MATERIALS



Twilight Silk



Bright Water



Shadough



Grime Goo



Arcane Powder

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USING ADDITIVES



The most potent Additives are found in dangerous and remote places, but occasionally they'll turn up for sale in an obscure market or luxury emporium.

- Additives are prepared and infused into your creation during Crafting.
- To achieve the desired potency, you need 1 Unit of Additive for each Inventory Slot your Imbued item takes up.

  Rations, and other small items, must be made in batches that total 1 Slot.

  For example, a Mighty Weapon will require 2 Units of Additive but 10 Rations would require 1 Unit.
- An Additive can bestow one of its listed Imbuable Abilities (→ p287) if permitted by the Imbued Gear Type (→ p286).
- If your Imbued Gear Type allows a choice of Imbuable Abilities, choose the one you desire.

Harvesting Additives

- At Rank 5 you can use your Crafting Discipline to identify and extract useful Additives from the environment, or slain monsters.



Suggest to your GM that a magical monster organ or fantastical flora you've encountered might be a potential Additive.

ADDITIVES

Additives are able to enhance base materials with their magical properties.

AKEN'S SUCCOR

A beautiful flower that grows mostly in the Wistful Dark. Named after the heroine instrumental in defeating the Divine Rulers, the flower is said to possess her merciful essence.

Imbuable Abilities

- **Defense:** Once a day the imbued item allows you to completely nullify a successful Attack or Magical Ability that strikes you or another individual located in the same Battlefield Area.
- **Empowering:** When worn, the imbued item adds +1 to your Hearts Total.
- **Eldritch:** Once a day the imbued item enables a re-roll on the Injury Table (→ p260), you can then choose the most beneficial result.

75 Coins per Unit

ELEMENT GEM

Energy-filled crystals that form in areas of high elemental activity.

- **Attack:** Imbued weapons inflict either Flame or Frost damage, depending on the gem's nature.
- **Defense:** Imbued items reduce the damage from elemental effects (Flame or Frost) by 1 Heart, depending on the gem's nature.
- **Glamor:** Imbued items provide you with flaming hair, frost-covered skin, or other thematic boosts to your appearance that grant a Minor Bonus (+2) to Aura rolls.

50 Coins per Unit

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ENNUI SLUDGE

A strange fluid collected from forgotten ruins and sleepy hamlets, this chemical manifestation induces lethargy and listlessness in whatever it touches.

- **Attack:** Once a day the imbued weapon can inflict the Dispirited Ailment (→ p269) on a successful Attack. The target must make a Grit Check or be Dispirited for an hour.
- **Eldritch:** Imbued items can slow the operation of vehicles and other moving mechanical contraptions to a virtual stop. Any machine in physical contact with the imbued item will refuse to move.

50 Coins per Unit

MELTSHROOM

Odd slimy fungi found in places where reality's hold is weakened. Its foul odor is diminished during crafting, although those with sensitive smell can detect it.

- **Attack:** Once a day the imbued weapon can inflict the Jellyfied Ailment (→ p270) on a successful Attack. The target must make a Grit Check or be Jellyfied for an hour.
- **Eldritch:** Anyone ingesting an Imbued Consumable becomes Jellyfied for an entire day.
- **Glamor**: Imbued items provide you with a malleable appearance. It can make the aged look young, the sickly more hardy, and hide your identity to anyone not inspecting you too closely. This shift in appearance can be activated and deactivated at will.

25 Coins per Unit

MISTAKE SUGAR

It is believed that when you resist temptation, the rejected desire sinks into the ground and coalesces into this impossibly sweet substance.

- **Eldritch:** Imbued consumables are difficult to resist. If seen, or smelled, enemies must make a Grit Check to resist consuming it. If more than one enemy falls foul of the temptation, they will fight over who should consume it.

  Creatures that do not require food or drink, such as Bio-mechanoids or the Undead, are immune to these effects.
- **Glamor:** Imbued items make your charm, threats, or logic difficult to resist. You gain a Minor Bonus (+2) to Negotiation rolls.

25 Coins per Unit

PRISM FEATHER

The Prism Rokko-Do has been hunted to the edge of extinction. Their iridescent plumage contains an essence that can accelerate your movement.

- **Defense:** Imbued Shields may Parry twice per Fight, rather than the usual once.
- **Empowering:** Imbued items increase your Speed Rating by 1 level.

25 Coins per Unit

MORPH MUD

A blood-red clay found in sites where flesh-warped creatures perished. It allows control of the physical and mental states of oneself or others.

- **Empowering:** Imbued items allow you to temporarily physically warp your body for a single action, allowing you to perform an act of Supernatural Might or Supernatural Leaping.

  This Ability can be used safely once per day. Exceeding this safety limit requires you to roll on the Injury Table (→ p260).
- **Eldritch:** Once a day, Imbued items can attempt to temporarily disfigure a target up to 1 Battlefield Area away. If you win a Contest between your Aura and your target's Grit, the targets physical form is terribly distorted.

  The afflicted incur a Major Penalty (-4) on all rolls for an hour, after which their body returns to normal.

⚠ Fleshless individuals, like Bio-mechanoids or Undead, are unaffected by Morph Mud.

50 Coins per Unit

TRAPPED SONG

These tiny pearlescent orbs are the crystalized voices of the merpeople who dwell beneath the Shadowed Sea. The alluring tones sealed inside can be harnessed to provide you additional charisma. While usually in the possession of the fearsome Sea Witches, some are caught in the nets of fortuitous seafarers.

- **Empowering:** Imbued items allow you to speak and understand the language of Dreamcall.
- **Glamour:** Imbued items grant you an Edge on all Negotiation rolls.

25 Coins per Unit

WONDER DROP

A small dollop of this highly reflective, gelatinous goo will boost your creation's potency. Believed to be the remnants of the Wondersmith's organic construction machines, these droplets are occasionally uncovered in excavation sites deep in the Buried Kingdom.

- **Attack:** Imbued Weapons do an extra Heart of damage.
- **Defense:** Imbued items provide you with a +2 to your Defense Rating.
- **Empowering:** Imbued items provide you with +2 to your lowest Aptitude.

75 Coins per Unit



You might think of other inventive ways to use these Additives. Discuss with your GM to see if they think your proposed application is possible.

EXAMPLE IMBUED OBJECT

Soul Scorcher

Base Item
Mighty Weapon

Material
Ash Bronze (2 Slots)

Additives
Element Gem, *Flame Damage*

Wonder Drop, *+ 1 Damage*



Crafting Discipline
Forging (Advanced)

Cost

Materials	300
Additives	125
Cratfing Commission	213
TOTAL	638

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CRAFTING MISHAPS

When Crafting goes wrong sometimes it's better to give up and cut your losses. The alternative? Press on and hope things won't be that bad...



CRAFTING MISHAP TABLE

Roll your Mishap

1-10 Aborted Attempt

You discover a critical flaw in the unfinished item, and decide to stop and salvage what you can.

- Only half the required Materials were expended. You managed to save what's left.

11-20 Flawed Creation

The type of flaw is dependent on the type of item your were trying to make.

- **Flawed Weapons, Tools & Gadgets:** You suffer a Snag on any roll when using this item, including Attack rolls, Checks and Contests.
- **Flawed Shields:** You cannot use this item to Parry attacks.
- **Flawed Armor:** This item takes up an additional 2 Inventory Slots than normally required by the Armor Type.
- **Flawed Combustables & Chemicals**: This item gains a Complication.
  ⓘ Complications (→ p294)
- **Flawed Consumables:** This item gains a Side Effect.
  ⓘ Side Effects (→ p295)
- **Flawed Imbued Items:** This item gains a Curse
  ⓘ Curses (→ p295)

COMPLICATIONS

Formulas are precise for a reason! Your compound works but has another, unintentional, property.

Roll your Complication

1-5 Foul Smelling

Your concoction stinks.

- This substance has an extraordinarily foul odor. Not only can anyone within 50 ft smell it, they can pin-point its origin with relative accuracy.

6-10 Extremely viscous

You've made a sticky mess.

- A Might Check is required every time you try to get a Unit of this substance out of it's container.

11-15 Dangerously volatile

Careful now, your substance is unstable.

- A Deftness Check is required whenever you handle this substance. Failure results in an explosion and you suffer the same effect as being hit by a Grenade (→ p178).

16-20 Half-Potency

You might have watered this one down a bit too much.

- The Substance is rather weak - you must use 2 Units of it to get the same effect as a single dose.

SIDE EFFECTS

You swear you followed the recipe but...

Roll your Side Effect

1-5 Unpalatable

Your consumable is anything but.

- Consuming this requires a successful Grit Check. Failure means you gag and spit it out, rendering it worthless.

6-10 Bloating

Urp! Your consumable plays havoc with your digestion, your stomach starts to fizz.

- You are bloated for an hour.
- You need to make a Grit Check to perform any strenuous physical activity. For example, sprinting, climbing, or making a Melee Attack. Failure means you swell up and are afflicted with the Ballooned Ailment (→ p268) for 2 Turns.

11-15 Poisonous

Your consumable tastes great... at first.

- Consuming this item inflicts you with the Wounded Injury (→ p260). You will need Treatment (→ p262).

16-20 Alive!!

Your consumable walks, talks, and maybe even sings.

- This 'consumable' has a Grit, Insight, and Aura score equal to their creator.
- The consumable can understand Low Speech, and it loves to talk.
- Your GM will determine it's personality: frightened, cheerful, or eager to be consumed.

CURSES

Wilful mana manifested in your creation...

Roll your Curse

1-5 Jealous

Your creation demands exclusivity.

- If you use this cursed item and then use another item of the same type (weapon, ring, etc.), the cursed item discharges a harmful pulse. Roll on the Injury Table (→ p260).

6-10 Draining

Using your creation saps your will.

- Using this cursed item takes a Heart from you whenever you activate or benefit from its magic.
- The item will not activate if you have no Hearts remaining.

11-15 Mana Imbalance

Your creation crackles with unstable energy, which attracts harmful magic.

- Carrying this cursed item means you incur a Snag whenever you roll to resist or avoid a Magic Ability.

16-20 Intelligent

You accidentally imbue your creation with a fragment of your personality.

- This cursed item has Grit, Insight, and Aura scores equal to yours.
- You can silently communicate with this item via telepathy.
- You need to Negotiate (→ p238) with the item to activate its magic.



Ask your GM if you can deliberately infuse your creations with one of these 'unwanted' Mishaps.

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OUTER WORLD



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WELCOME TO OUTER WORLD

After a series of tumultuous aeons, Outer World now exists in a precarious state of peace. Old and new powers seek to find their place in this new era.





Using the setting

This setting provides inspiration and context for the PCs' exploits. Each major region provides a different set of opportunities for adventure, ranging from the discovery and exploration of ancient ruins, through to negotiations and interactions with emergent nations.

What this section covers

- A 'probable' history of Outer World and the events leading to the present day.
- An 'indicative' map of Outer World.
- A brief description of each of Outer World's major regions, and a few off-world places too.

OVERVIEW

It's the 4th Aeon of Outer World and the planet is recovering from a war that buried empires and ravaged the earth.

- The Sun Machine no longer orbits Outer World, thus the planet is divided into hemispheres of Day and Night.
- A few young and ambitious nations have emerged and are attempting to reboot civilisation, but most folk struggle with day-to-day survival.
- Ancient knowledge is being rediscovered and weaponized by the well-intentioned and the nefarious.
- Creatures, both intelligent and bestial, prey on the weak and the vulnerable.
- A handful of brave and impetuous adventurers wander the planet discovering forgotten truths, performing great deeds, and shaping Outer World's fragile future.

HISTORY

The immortals' retelling of the planet's origin and development rarely align and cannot be relied upon as fact. Great scholars of the age strive to create a definitive chronology of Outer World's short and enigmatic history from key archaeological sites and artifacts.

The Octia Scroll (→ p300) depicts the 'most probable' sequence of events, yet even this account is wildly contested. Unfortunately, the scroll, which was a compilation and interpretation of earlier prophetic texts, was vandalized and significant portions have been lost.



You can build the world's lore into your adventures or just use its convoluted history to justify the existence of any strange beasts or locations you want to come up.

MAP

Like the planet's history, Outer World's geography is also contentious. Several magical catastrophes and events have transformed the landscape, rendering old maps useless. While most of the major settlements and trade routes have now been accurately plotted, there remain many intriguing sites and locations yet to be rediscovered.

Most of Outer World's cartographers favor icosahedral projection to portray the planet's major land masses, and delineate the surface's luminous meridians. Von Peeble's World Map (→ p302), named after the famous cartographer and explorer who drafted it, is a grossly over-simplified representation of Outer World's geography. While useful for educational purposes, it cannot be relied on for accurate navigation.



Your PC may know a few key details about their homeland, but most won't have travelled far and the facts have been diluted by myth and rumor!

Tell your GM which part of Outer World you're interesting in exploring, this will be valuable information when they're creating an Adventure.



You can decide how much of the setting information included is apocryphal. Keep what you like and change what you don't.

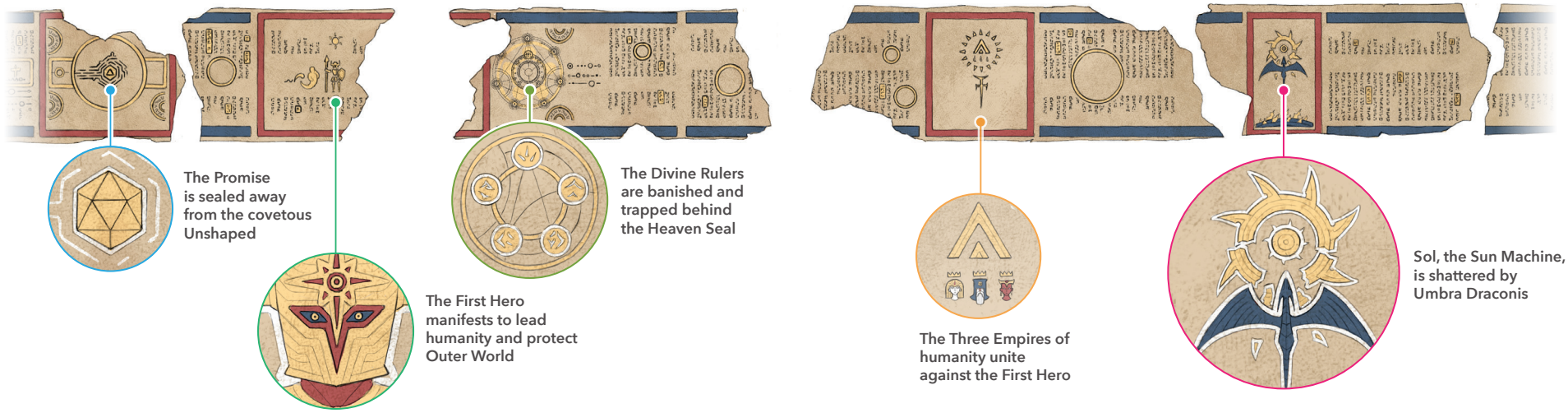
There are also plenty of empty or undefined regions on the map, so add new continents and cultures as you see fit.

WELCOME TO OUTER WORLD
The Octia Scroll
Von Peeble's Map
Wistful Dark
Twilight Meridian
Blazing Gardens
Buried Kingdoms
Other Worlds

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OCTIA SCROLL

NIHILITY | 1ST AEON: THE DREAMING | 2ND AEON: THE REIGN OF THE DIVINE | 3RD AEON: THE AGE OT THE THREE EMPIRES | 4TH AEON: THE SUNDERED WORLD | NOW



WELCOME TO OUTER WORLD
The Octia Scroll
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Nihility's end
The Promise

The time before time is brought to an end when a figure known as the 'Creator' manifests and fabricates humans and a paradise for them to inhabit, called 'Promise'.

He leaves, for reasons unknown, after sealing his creation away inside a 'protective sphere'.

The Creator's assistants are left behind to protect Promise from the Unshaped ones.

The Unshaped are described as beings of 'pure potential' who 'scuttled across the surface of Promise covetously, imagining what may lie within'.

1st Aeon
The Dreaming

The 'Wondersmith', the Creator's prime assistant and protégé, is coerced by the Unshaped to construct 'Outer World', a habitable crust that sits on the surface of Promise's original containment sphere, and 'Sol', an orbital sun machine.

The Wondersmith then 'brings forth playthings for them from Promise: mortal humans, who serve as actors in their endless stories'.

The Unshapeds' childish cruelty towards mortals leads to an uprising.

Enamored with the mortal rebellion, one of the Unshaped changes its 'Dream' to become real, they are referred to as 'First Hero'.

With the Hero's assistance man is able to defeat the Unshaped, and force them to take physical form.

2nd Aeon
The Reign of the Divine

The discarded servants of the Unshaped now wander the physical realm.

Mortals discover and experiment with the endless energies of the 'Invincible Bright' and the 'Profound Darkness'. The resulting magics give 'birth to strange new creatures'.

The strongest of these creatures quickly assert their superiority over humanity and pronounce themselves the 'Divine Rulers.'

The First Hero is notably absent in the face of this new tyranny. Mortals stand alone in their battle with their divine masters. After much violence, it is ultimately humanity's risky and ingenious use of magic that enables them to banish and contain the Divine Rulers behind the 'Heaven Seal.'

3rd Aeon
The Age of Three Empires

The Divine Rulers' loyal retainers are forced into hiding and mortals rise, unopposed, to prominence once again.

Many nations are born, but a clear triumvirate emerges: 'Akenia' a bright and shining kingdom, 'Calia' a realm bathed in shadow, and 'Gley' a country of iron and gears.

The 'Three Empires' become both the hope and terror of the age: inventing, warring and ever-expanding.

Their abuse of destructive magic and technology brings Outer World's continued survival into question.

The Hero of the 1st Aeon, disapproving of man's trajectory, halts the sun machine and declares that humanity must live in darkness until it learns humility and respect.

The Hero and his followers finally declare war on defiant Akenia, 'the most wise and foolish of nations'. The Three Empires unite against the Hero and engage in war 'most bitter and resolute'.

The resulting conflict wounds Hero, breaks the sun machine, and the world's oldest dragon is slain.

Humanity is victorious and the Hero is repelled, but their empires lie in ruins.

Many survivors seek refuge below ground while the surface recovers from the aeon-ending catacysm.

4th Aeon
The Sundered World

The Heaven Seal is weakened, the Sun Machine is shattered, and Outer World lies burnt and broken.

The wounded Hero, now known as 'Regulus', retreats and creates an infant nation under the static Sun Machine.

From the ashes of the fallen empires, desperate new kingdoms emerge around the fragments of the Sun Machine that fell to earth.

The servants of the Unshaped and the Divine Rulers seek to restore their masters' power once more, and belligerent terrors roam free.

Now a brave new generation of folk explore this new world, each with a different hope in their hearts; will they be its salvation or its damnation?

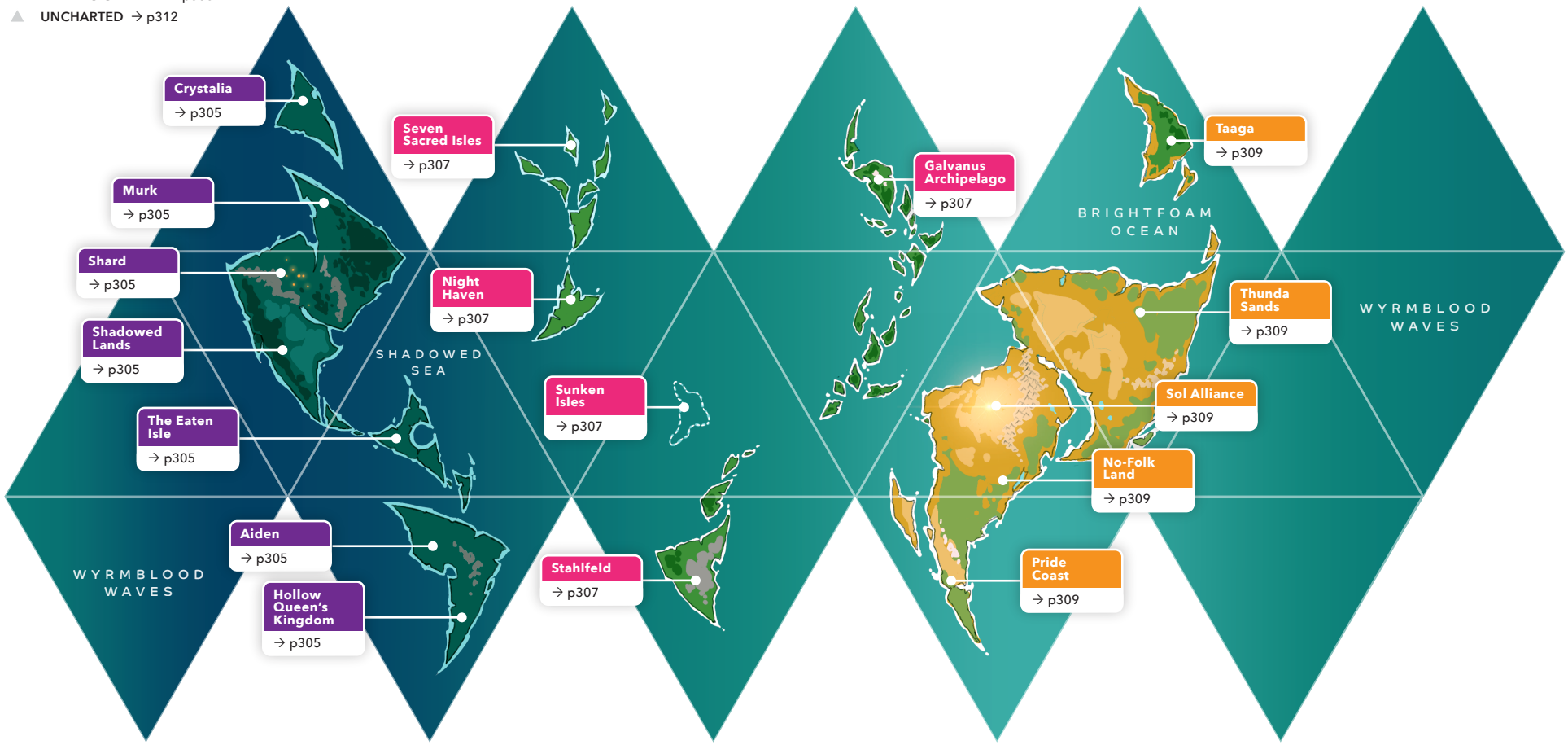
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VON PEEBLES MAP

OUTER WORLD

- WISTFUL DARK → p304
- TWILIGHT MERIDIAN → p306
- BLAZING GARDEN → p308
- UNCHARTED → p312

BURIED KINGDOM → p310
UNCHARTED → p312



Approx. Intercontinental Travel times

1 week 2 weeks 3 weeks 4 weeks

Skywards
Duskwards Dawnwards
Stonewards

NIGHT TWILIGHT DAY TWILIGHT

WELCOME TO OUTER WORLD
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WISTFUL DARK

The furthest continent from the Sun Machine, a dark and melancholy realm filled with an equal measure of fear and hope.









Sights & sounds

- It's always night.
- The environment is cool and crisp, the living see their breath in the air.
- The landscape is eerie yet alluring.
- Restless mana and bioluminescent fungi provide respite from the dark.
- The presiding silence is broken by keening spirits and the low groans of the discontented.
- The Heaven Seal can be seen in the darkened sky. It's cracking.

Regional dynamics

- Shards from the splintered Sun Machine fell here. Those that control the light have the power.
- The last remaining Unshaped hide and scheme in the shadows.
- The ruins of Akenia & Calian harbor marvels and monstrosities from the past.
- Tormented monsters roam the night, both terrifying and pathetic.
- Stoic forces defend against the horde.

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CRYSTALIA

An isolated land of gossamer and glass. No one who has ventured there has returned. Some theorize it might be so beautiful that no one ever wants to leave.

Typical Adventures

- Explore elegant crystalline geography.
- Encounter truly bizarre beings.
- Discover one of a kind treasures.

SHARD

Shard Cities formed around the largest glowing fragments of the broken Sun Machine, the light and warmth from which attract the desperate. Shard Patricians control the cities, but the socio-economic influence of the Guilds and the Church of the Scared Chain make ruling a delicate balancing act.

Typical Adventures

- Defend established trade routes.
- Explore strange ruins at the edges of the Star Shard's light.
- Get embroiled in political ambition and corruption.

SHADOWED LANDS

There is no law or order in this haunting landscape of fungal forests and tundra. Nomads contend with the constant threat of the restless dead and desperate raiders. The rag-tag Knights of the Lantern attempt to protect those most in need.

Typical Adventures

- Escort nomad caravans.
- Battle with the cursed and corrupted.
- Contend with toxic environments.

MURK

Murk, home of the fey, is said to contain portals that connect all the world's great forests together. The Formless Council of Unshaped meet here, devising ways to return the world to the era of Dreaming.

Typical Adventures

- Reveal ancient conspiracies.
- Pacify, or negotiate with, mischievous fey and sentient flora.
- Retrieve rare and valuable plant species.

THE EATEN ISLE

This once divine place is devoid of rational life after a botched ritual. The isle's epicenter now sinks into a magical abyss.

Typical Adventures

- Raid the monasteries of the banished Divine Rulers.
- Battle unholy beasts.
- Reclaim celestial relics.

AIDEN

This military confederacy repels the Hollow Queen's monstrous army from an ancient fortified wall that divides the dark continent. The Red Blades, the nation's elite troops, perform daring raids deep into enemy territory.

Typical Adventures

- Defending the wall during a siege,
- Slaying titanic creatures.
- Hunting down monsters that stalk the sewers or breach the wall.

HOLLOW QUEEN'S KINGDOM

The citizens of Calian were warped into twisted demons and wretches, and their glorious queen reduced to a miserable and spiteful creature. She commits her 'children' to a relentless attack on civilisation. Only Aiden stops the advance. Her Beloved disguise themselves among the influential and the powerful, seeking to weaken the resolve of opposing states.

Typical Adventures

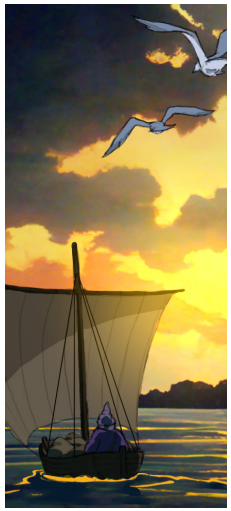
- Scavenging a city long lost to monstrous hordes.
- Rescuing soldiers of Aiden.
- Seeking the counsel of Dark Magi.

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TWILIGHT MERIDIAN

On the cusp of dusk and dawn, the Twilight Meridian has no dominant land mass but is instead a series of diverse and interrelated islands.









Sights & sounds

- The sun hangs permanently low.
- The landscape is painted with long shadows and glittering water.
- The air is salty and carries the hypnotic sound of continuous waves.
- The weather is volatile: placid one moment, violent the next.
- Some islands float like clouds, others lie forgotten below the waves.
- Huge rusting structures, of forgotten purpose, are silhouetted on the horizon.

Regional dynamics

- Coin rules, free trade for all.
- Independent island cultures collude and compete with each other.
- The successful exhibit their wealth through the curation of fine art and exotic artifacts.
- Large bustling ports attract ancient threats from the deep.
- Shinobi plot a rebellion against the elite.
- Junkers live among the technological miracles and dangers of the past.

THE SEVEN HOLY ISLES

A glorious land of art, ingenuity and perpetual strife. While recently united under the banner of the Shogun, the inhabitants still quarrel among each other constantly. In Meikyuu, The City of Paths, there are whispers of a Shinobi rebellion.

Typical Adventures

- Undermine a local lord.
- Battle powerful dokabei sorcerers.
- Flush out (or assist) Shinobi rebels.

NIGHT HAVEN

An artificial island constructed of Shade Iron and overrun with unearthly climbing flowers. The Duke of Red Roses, the island's immortal ruler, is charismatic and fair but there are suspicions about what goes on deep below the foreboding Castle Thornbeauty. The Black Glove Cavaliers guard the Duke's dark secrets from nosey courtiers.

Typical Adventures

- Assist the Black Glove Cavaliers with an investigation.
- Thwart the numerous schemes of a malevolent immortal.
- Plumb the catacombs beneath a city to find a missing scholar.

STAHLFELD

Much of Stahlfeld is dotted with ruins of the fallen Technocracy of the Gley, where drones wander over rust-covered salvage yards. The few cities that exist here are home to brave and ambitious Junkers who make a prosperous, but risky, living unearthing Techno-Relics. Most outsiders arrive via the eccentric Port Bevel and many gain employment via the Helical Archive research facility.

Typical Adventures

- Find ancient technologies for the Helical Archive.
- Destroy berserk war machines.
- Bring ancient factories back online.

GALVANUS ARCHIPELAGO

Known as the land of the Eternal Dawn, and considered the most beautiful place in all of Outer World, Galvanus is a series of prosperous islands that function as a global trading hub. Natural beauty is marred by the ugly truths of mercantile warfare and piracy. The region's wealthiest reside in Portia the Prosperous and their luxurious palaces are said to contain riches from far flung places.

Typical Adventures

- Run dangerous errands for a Merchant Scion.
- Engage in maritime battles with pirates and sea monsters.
- Recover lost items from abandoned temples on behalf of a local Small God.

SUNKEN ISLES

Once considered a manifestation of the Technocracy's culture and benevolence, these floating cities were a way to expand their empire without conquest and conflict. The events of the 3rd Cataclysm left these constructs submerged.

Typical Adventures

- Make contact with strange undersea inhabitants.
- Rescue fisherman from Sea Witches.
- Explore a half-sunken fortress.

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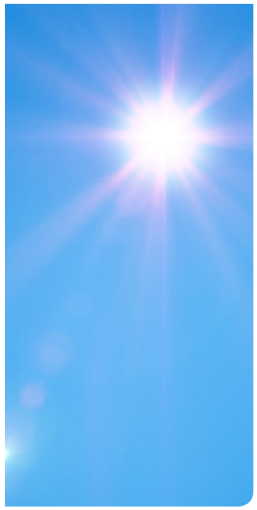
BLAZING GARDEN

Bathed in the glory of the Sun Machine, the Blazing Garden is a bold and bombastic place full of larger-than-life characters and creatures.









Sights & sounds

- It's always day.
- The sun is relentless, the horizon is distorted with a shimmering haze.
- The roars of titanic beasts rumble like thunder in the distance.
- The glittering cities are bastions of civilisation and comfort.
- Unruly jungles, expansive deserts, and untamed swamps dominate the land.

Regional dynamics

- Regulus, the immortal, has created a vast kingdom under the remains of the broken Sun Machine.
- Beyond civilisation's limited reach, despotic warlords contend for territory.
- Ancient civilizations lament the dwindling number of draconic elders.
- Shipwrecked off-worlders integrate with Outer World's indigenous folk.

SOL ALLIANCE

Named after the broken Sun Machine that hangs above, the alliance is unified by the uncompromising vision and might of Emperor Regulus, the First Hero. The region is famed for its sparkling capital Aeon, the mightiest city, and its legion of ferocious young warriors.

Typical Adventures

- Negotiate with imperial agents.
- Prove your worth in the Arena.
- Seek out a unique tome in one of the vast libraries of the Alliance.

NO-FOLK LAND

Thanks to the colossal creatures that feed and roam freely in the region, No-Folk land is regarded as an inhospitable place. Despite this, some enterprising individuals have managed to establish small settlements… only to find the neighboring towns are only marginally more amiable than the wandering beasts.

Typical Adventures

- Turning the tide in a border skirmish.
- Hunting down a legendary monster.
- Stumbling upon an oddly abandoned treasure horde.

PRIDE COAST

This once small nation rose to prominence after the arrival and assimilation of the Rai-Neko and their strange Startech technology. Centered around Nyanko, the city that grew around the site of their crashed star vessel, it is a much more orderly place than much of the Outer World, though many credit its stability to the region's brutal justice system.

Typical Adventures

- Assist Startech Technicians with an experiment.
- Deal with bandits and marauders.
- Help ranchers round up some escaped Bumpos.

TAAGA

The final resting place of the Dawn Dragon is a splendid land of lush greenery and clear waters. The region provides an abundance of natural resources for the local allied clans, which gives them with trading leverage to rival even the Galvanus Archipelago.

Typical Adventures

- Act as escorts for a member of the Dragon Clan.
- Protect a village from a wild drake.
- Explore a long forgotten draconic shrine.

THUNDA SANDS

Home to the unruly but courageous Thunda Barbarians, the sands are revered as a place of true freedom and high adventure. While you'll find respite in one of the region's oasis towns, you'll have to contend with the blistering heat, rampaging mechanical monsters, and the occasional resurrected Overlord.

Typical Adventures

- Ally with rowdy freedom fighters.
- Wrangle even rowdier beasts.
- Break into the stronghold of a powerful warlord.

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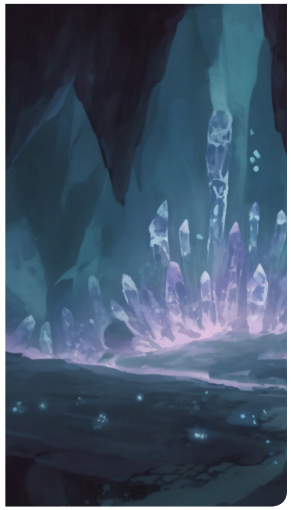
BURIED KINGDOM

Below the crust of the earth, an endless battle rages in the burrows and caverns of the Underland.









Sights & sounds

- A realm hidden from the glare of the Sun Machine.
- Twisting tunnels and cave complexes amaze and confuse.
- The dim glow from subterranean slimes and gems lights the void.
- The sounds of the creaking earth and grinding gears echo from deep below.
- Bombed out caverns are littered with the war dead.

Regional dynamics

- Choose a side in the Underland Conflict or be caught in the crossfire.
- Forgotten cultures clash and oppose encroaching regional powers.
- The most ancient of beings prevent surface dwellers from learning profound truths.

OLD IRON

The industrious nation of Old Iron might well be the first nation of Outer World, it was established aeons ago by the Dwarves after the Creator's departure. Its population grew larger and more diverse when refugees were driven from the surface after the 3rd Cataclysm, with these newcomers being quickly indoctrinated into the ways of this ancient kingdom.

Typical Adventures

- Protect a train from New Ore Guerillas.
- Destroy a menacing stone-beast.
- Out a corrupt foreman.

NEW ORE

Established by Goblins seeking a new home after the end of the 1st Aeon, New Ore is a free-wheeling society just a notch above benevolent anarchy. New Ore has always taken in the lost and unwanted, and its population was varied even before the Underland exodus that occurred at the end of the last age.

Typical Adventures

- Repatriate isolated civilians.
- Assist civilians with community concerns.
- Help tunnel diggers excavate an ancient structure.

THE TUNNELS

The contested railways and abandoned warrens betwixt Old Iron and New Ore are a perpetual battlefield. The Tunnels are home to a handful of unfortunates who are trapped between the two warring factions. There are claims that long-forgotten places are hidden away within this sprawling underworld labyrinth.

Typical Adventures

- Help a lost child find their family.
- Chase away strange and desperate monsters of the deep.
- Seek out an ancient Tunnel Sage.

LOST CRYSTAL

The land of Lost Crystal is filled with strange architecture and odd creatures you will find nowhere else. It is the home of the eccentric Unterkin, who are the supposed architects of Promise. The few who have visited them often comment on how they manage to be both friendly and exceedingly unhelpful at the same time.

Typical Adventures

- Seek the assistance of an eccentric artisan or master crafter.
- Defeat 'nowhere' creatures.
- Search the immense crystal tomb of a fallen Unterkin.

MACHINE LABYRINTH

This maze of twisted steel and circuitry draws in junkers and adventurers like moths to flame. The Machine Labyrinth's roving battle drones and shifting architecture keep its secrets safe.

Typical Adventures

- Capture a stray drone for study.
- Do battle with an extremely skilled War-Mechanoid.
- Try to figure out where all those confounded passages actually lead.

ENTRANCES TO THE BURIED KINGDOM



Formal entrances to the Buried Kingdom can be found in the Wistful Dark and the Twilight Meridian, though many caverns and fissures also connect to the underground realm.

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FURTHER EXPLORATION

Whilst you would need many lifetimes to explore every inch of Outer World, there are also other realms beyond its horizons.

OUTER WORLD UNCHARTED



Nearly all of the inhabited parts of the Outer World are at least aware of each other. There are no frontiers, but there are many geographical oddities; land warped by the Unshaped, ruins of past kingdoms obscured by arcane pollution, and ancient structures buried beneath the surface.

An attentive traveller will hear tales and rumors of such places, some may even stumble upon them by chance.

Typical Adventures

- Rescue a missing person from an Unshaped noble's hidden dreamworld.
- Explore a city that has been sealed away by powerful magic for an aeon.
- Scour a floating island that wasn't there just months ago.

THE HEAVEN SEAL



The Heaven Seal is perhaps the single greatest magical achievement of any age: Seven Seals layered into a cosmic mandala that prevents the banished Divine Rulers from re-entering the Outer World. The Seal is occasionally visible in the sky thanks to the waxing and waning of mana, and is emblematic of mankind's hope, determination, and hubris.

No one knows what exists behind the Seal. Have the Divine Rulers perished there? Or do they bide their time, waiting for the Seal's enchantments to fail so they may wreak their revenge on Outer World?

Typical Adventures

- Seek the wisdom of an ancient deity that calls from beyond the Seal.
- Venture beyond the Heaven Seal to find a crystal flower said to cure all disease.
- Stop a zealot attempting to destroy the seal via a powerful ritual.

OTHER WORLD



This alternative dimension, confusingly referred to as 'Other World', is considered arcane and mysterious to the natives of Outer World. A few claim to hail from this strange realm and seek a way back, but most folk can't understand why as, by all accounts, it seems like a dreary place.

If somehow you manage to find yourself here you'll need to cover up those pointy ears or you'll get funny looks, you might even attract the attention of covert government organisations that track and monitor the appearance of any trans-dimensional trespassers.

Typical Adventures

- Find a magical beast that's been taken to the Other World and is now wreaking havoc.
- Explore a strange dungeon, an abandoned shopping mall which is now home to some unsavory creatures.
- Assist the heroes of the Other World in defeating a villain utilizing relics and magic from the Outer World.

ELSEWHERES



While most of the Unshaped were forced into physical form at the end of the 1st Aeon, there were many who escaped by slithering between small folds in reality. There they found untouched realms brimming with primordial potential, and in these places they continued to dream up new worlds and strange creatures.

Each Elsewhere was created by the dreams of an Unshaped and can be accessed through odd but seemingly innocuous gates. For example: paintings, large cracks in the floor, or puddles of vintage alcohol. Elsewheres can differ widely in scale and scope, ranging from the confines of a single mansion to an infinite void.

Typical Adventures

- Learn a ritual song from dancers for a festival that never ends.
- Rescue a scholar who's lost in the halls of a library dimension.
- Seek out an Unshaped warrior who remembers the weakness of a great and terrible monster.

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GAMES MASTER'S GUIDE



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BEING A GAMES MASTER

As a Games Master, you'll enjoy a different kind of fun to the other players. You won't get to go on adventures, you get to create them!



RUNNING THE GAME

BEFORE A SESSION

- **Know the rules:** Have good grasp of the Focused Rules (→ p215) so you don't need to constantly check things during play. Cheat sheets are included in the Appendix for quick reference (→ p450)
- **Know your players:** Talk to them about their expectations and desires, so you can create Adventures that engage.
- **Know the PCs:** An understanding of the PCs' Calling, Species, and Gear Abilities will help you design suitably challenging situations.
- **Know your Adventure:** Know the characters and locations in your Adventure (→ p318) so you are prepared for your players' interactions with them. Make yourself some easy-to-reference notes!

DURING A SESSION

- **Provide useful descriptions:** Keep your narration short, evocative, and informative. Monologues will bore your players, and a lack of useful detail will leave them unsure of how to proceed.
- **Make the stakes clear:** When the PCs are about to take a risky action, or one that will have lasting consequences, emphasize the potential dangers to the player before they act. This will make the result of any required Checks or Contests more dramatic… and they can't say you didn't warn them!
- **Prompt your players to act:** At the very least, end your descriptions with 'What do you do?' If they are still unsure… subtly present some options with additional description or narration.
- **Keep things moving:** You are in control of time in the game world, cut out content that is not interesting or useful. Use the following techniques to help you pace the action:
  - **Enter late:** Set the scene then start the action. Present a choice or unfolding situation as soon as you can.
  - **Leave early:** If the tension or value of a scene is dwindling, wind it up and cut to the next decision point.
  - **Montage:** Fast forward through what could be long, uninteresting experiences to get to the next moment that matters.
- **Foreshadow:** Signal the presence of potential threats ahead of time. Anticipation builds tension, tension creates engagement.
- **Create meaningful choices:** While not every decision will be life or death, there should be a consequence to decisions made by players. Make players feel like their PC's actions impact the world around them.
- **Keep everyone involved:** Make sure everyone who wants to speak has a chance to do so, and check if everyone agrees with important group decisions.
- **If a PC dies:** Try to get the player back into the game as soon as possible. They could take over a Companion (→ p183) or Ally (→ p321), a new PC could be introduced in the next location or scene, or maybe they could even come back as a Skeleman (→ p404).
- **Be impartial:** Don't deliberately obfuscate information the PCs might reasonably know. Warn them of any possible dire consequences to their actions before they plunge in, then let the dice fall where they may.
- **Expect the unexpected:** While you might know where the PCs are heading for the next Session, don't have preconceived ideas of how events will play out. Let yourself be surprised, this is the fun of being a GM.

RULES & ROLLS

- **Making up rules:** If a rule isn't in the book, make something up. Discuss and agree with your players how the new rule works, and let them know that it will need to be amended if it changes the game in unpredictable or undesirable ways.
- **You choose when to roll:** Remember, you decide when a Check or Contest is necessary, not the player. This allows you to determine whether a suggested action just happens or is impossible.
- **Narrate the rolls:** Use the margin of failure and success of the die roll to help you describe the outcome. If the roll beats the target number by a long way the success was effortless, if the result was just below the required number, describe a painfully close fail.

AFTER A SESSION

- **Collect feedback:** Find out what the players enjoyed and what they did not. Discuss what they intend to get their PCs to do next Session. This information will be useful to…
- **Prep the next Session:** Create notes and update, or add to, your Adventure as necessary.

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CREATING AN ADVENTURE

As Games Master, you'll need to provide the PCs with a quest that involves a collection of interesting locations and memorable characters.



Have a look through the Outer World Regions (→ p302) with your players and pick an area everyone is interested in exploring.

WHAT IS AN ADVENTURE?

An Adventure is a situation or event the PCs get involved in. It could be a conflict, a mystery, a journey, or a mixture of all three. Unlike a story, an Adventure has no plot or scripted sequence of events. A good Adventure will have the following properties:

- **Reasons to get involved**: It could be responding to the heartfelt plea of desperate villagers or the promise of coin for undertaking a perilous mission. Leverage what your players, and their PCs, are most likely to be motivated by.
- **Multiple ways to resolve the situation:** Provide opportunities for the players to creatively resolve a situation. For example, allow an antagonist to be defeated using direct force, stealth, or diplomacy. Create obstacles, not solutions.
- **Meaningful consequences:** Make the repercussions of the PCs' intervention tangible in the game world. Will the villagers regard the PCs as heroes for saving their town or did the temple explode and reduce the local area to ash?
- **Fantastical elements:** Make the most of Outer World's fantasy setting. Fill your Adventure with strange beasts, magical artifacts, and enchanted locations.

ADDITIONAL CONSIDERATIONS

Adventures, depending on taste, can vary widely in tone and theme, ranging from a petty dispute between two farming communities to a harrowing crawl across a monster-infested wasteland. When coming up with an idea for your Adventure, consider the following:

- **Player Characters:** Think about the capabilities of your players' PCs, then create situations with them in mind. For example, give the Sneak a chance to be stealthy and the Champion a challenging boss battle.
- **XP Rewards:** Once you've discussed and agreed with your players what you will award XP for (→ p205), ensure your Adventure provides ample opportunity to engage in those activities. For example, If you're going to reward combat then include plenty of disagreeable monsters; if your going to reward exploration then provide lots of hidden locations to discover.
- **Mature content:** If required, discuss and agree as a group whether your adventure will feature graphic violence, sexual content, prejudice, or other sensitive topics. Once agreed, all players should respect and maintain the group's decisions.

ADVENTURE COMPONENTS

Your Adventure will determine what locations and characters you'll need to create. For example, if the PCs are to escort a caravan across the Shadow Lands then you might create a map, some merchants, and a host of undead bandits.

GAME MASTER CHARACTERS (GMC)

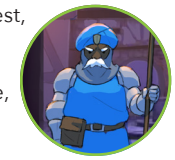
Notable inhabitants of Outer World that help or hinder the PCs on their adventure. These include quest-givers, allies, rivals, and villains.



ⓘ Creating Game Master Characters (→ p320)

SETTLEMENTS

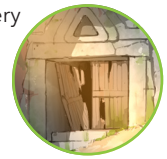
Places for PCs to shop, rest, and plan. A Settlement might be under threat and in need of assistance, or simply provide a convenient base of operations.



ⓘ Creating a Settlement (→ p328)

ADVENTURE SITES

Places of danger or mystery for the PCs to explore. Commonly these are filled with strange creatures, dark secrets, and forgotten treasures.



ⓘ Creating an Adventure Site (→ p332)

ADVENTURE MAP

A map that shows the routes between Settlements and known Adventure Sites. A map is required by PCs to journey across Outer World.



ⓘ Creating an Adventure Map (→ p344)

ENCOUNTERS

Unpredictable events that occur when the PCs go on a Journey or Explore locations. Encounters typically involve meeting GMCs or Adversaries.



ⓘ Creating Encounters (→ p348)

ADVENTURE SUGGESTIONS

ADVENTURE TYPE

Choose or roll an Adventure type

1-5 Looming threat

Some external force threatens a Settlement. Without intervention the place is doomed!

For example: Soldiers or bandits pillage and plunder, or an ancient beast poisons the local wildlife.

6-10 Fetch quest

Retrieve a relic or treasure from an Adventure Site to prevent a catastrophe or misfortune.

For example: The sacred stones must be returned to the temple or the Deva will blight the harvest for 1000 years, or retrieve the rare herbs required to revive a poisoned noble.

16-20 Establish a truce

Resolve a conflict between opposing forces, or Settlements, before hostilities pass the point of no return.

For example: Stop two rival towns escalating hostilities over fertile land before everybody loses, or prove to the warring kingdoms that they have been tricked into conflict by the agents of a shadowy organisation.

11-15 Escort mission

Protect an important person or item from falling into the wrong hands.

For example: Sneak a dethroned ruler out of his fallen kingdom to keep the rebel hope alive, or protect a supply caravan on its way to a remote and desperate village.

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CREATING GAME MASTER CHARACTERS

Your Adventure will need a cast of interesting characters to help, hinder, or confuse the PCs.



Game Master Characters (GMCs) not only present dilemmas and challenges to the PCs or provide them with useful services and information, but they can also be a source of emotional engagement for your game. Your players will love to hate the big bad and they will develop empathy for those caught in the crossfire.

Creating Game Master Characters

1. Determine the number and type of GMCs required for your chosen Adventure.
2. Create and record the GMCs' identities, names, and any game related information you think may be required during play.
3. For Aptitudes, Abilities, and Combat Values use an appropriate Calling/Rank (→ p12), Follower (→ p184), or Adversary (→ p356).



The GMC types presented here are loose guidelines, and not rigid archetypes. They can easily bleed into one another, or even change during the course of play. For example, a bitter Rival may become a full-on Villain, and a grateful Quest Giver might develop into a true Ally.

When role playing your GMCs, put yourself in their shoes. Think about their desires and fears when deciding their words and actions.

GMC TYPES

VILLAIN (BIG BAD)



Primary use: A Villain's schemes and activities threaten the status quo or obstruct the PCs' attempts to accomplish their objective. While the villain could be the main focus of one adventure they may also be a recurring presence in a longer Saga, masterminding several scenarios that the Player Characters involve themselves in.

Typical Villains: Wicked immortals, corrupt but charismatic authority figures, ruthless mages, crimelords, and would-be despots.

Creating a Villain

- Villains can be seen as the heroes of their own stories. Give your Villain a clear objective and a deeply held belief that explains their course of action.
- Villains have victims. Whether directly or indirectly, create someone who suffers due to the Villain's machinations.
- Villains have henchmen. Some are loyal, others reluctant. Depending on a Villain's resources they might even have spies or armies at their disposal.
- Villains have a base of operation. This could be an Adventure Site such as a well-fortified base or a secret lair.
- Consider giving your Villain a distinctive gift, an Ability or a magic item, that enables them to dominate and exploit the people around them.

QUEST GIVERS



Primary use: Quest Givers need assistance. They can provide the main invitation to participate in your Adventure, but also smaller or less urgent side quests.

Typical Quest Givers: Wealthy nobles, house-bound witches, ambitious bakers, and desperate peasants.

Creating a Quest Giver

- Quest Givers have a problem they can't solve on their own. Either they lack time and ability or can't be seen to intervene directly.
- Quest Givers want to claim, or reclaim, something of great importance, or they are facing, or suffering from, an undesirable predicament.
- Quest Givers propose a reward for solving their problem. The reward will depend on what resources they have available and their level of desperation.

SERVICE PROVIDERS



Primary use: PCs will not always possess the resources needed to achieve their goals, Service Providers offer them the possibility to procure assistance. Service Providers are reliable as long as they are compensated.

Typical Service Providers: Blacksmiths, cartographers, bakers, apothecaries, and other experts.

Creating a Service Provider

- A Service provider will either run a Service (→ p201), have a Crafting Discipline (→ p282), or have access to pertinent Tomes (→ p176).
- Experienced or well-trained Service Providers may have a relevant Calling, Ability and Traits that support their primary expertise.

RIVALS



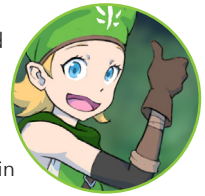
Primary use: Rivals are not direct enemies, but compete with the PCs for attention, fame, and fortune, or they can just show up to complicate proceedings.

Typical Rivals: Mistrusting officials, competitive adventure teams, jealous love-interests, and scorned allies.

Creating a Rival

- Rivals will have a goal or desire that is aligned with the PCs, but have an opposing approach. They will undermine, question, or ridicule the PCs' plans.
- Rivals have something to prove. They will sabotage their competitors or take unnecessary risks to showboat.
- Rivals are relatable. Whilst irritating or disruptive, Rivals should also have qualities that are admirable or valuable.

ALLIES



Primary use: Allies believe in the PCs and can be called on, or volunteer themselves, to assist. Allies don't solve problems for the PCs, just help out in any way they can.

Typical Allies: Supportive courtiers, mistreated citizens, and arcane librarians.

Creating a Ally

- Allies have a resource they can use to support the PCs' efforts. This might be political influence, a powerful item, or the time to perform laborious activities.
- Allies will have a limit to the amount of resource, and risk, they are prepared to commit to.
- Allies will have an ethical line that the PCs must not cross, otherwise they will withdraw their assistance.

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BASIC FOLK



Primary use: The characters milling around in the streets of your Settlement can be used to describe a region's social structure, prosperity level, and general ambience.

Typical Basic Folk: Villagers, shopkeeps, miners, refugees, traders, and nomads.

Creating Basic Folk:

- Have a general description for your settlers or nomads. Buried Kingdom Miners might collectively be described as rowdy and rugged with a strong sense of purpose, whereas refugees from the Shadowed Lands might be described as fearful and scrawny with desperate eyes.
- Have a list of occupations or tasks for your Basic Folk to perform, this will give them purpose and routine when PCs observe them.
- Have a list of typical names for your Basic Folk, this will help when the PCs unexpectedly interact with one of them



You can use the Tables in Homeland & History Tables (→ p108) to give you ideas for Elites, Commoners, and Outcasts found in each Region.

Also, remember there is guidance on naming in Species (→ p80).

Aptitudes & Combat Values: If Basic Folk get embroiled in the action, use the Aptitudes and Combat Values below.

6 MIGHT		+0 ATTACK	1 HEARTS
6 DEFT			
6 GRIT			
6 INSIGHT		10 DEFENSE	Average SPEED
6 AURA			

INTERESTING CHARACTERS

For more important GMCs, consider adding a few more details to make them more interesting to interact with and more memorable for your players.

- **Desires/Fears:** What motivates them? Do they strive to become the best smith in Outer World or do they fret about the town's recent decline in influence?
- **Relationships:** How are they connected to other folk in the Settlement? Do they have a secret crush, a debt, or local rival?
- **Distinct names:** Simple or distinctive names will be easier for your players to remember.
- **Distinguishing features:** What minor physical or mental quirks does the character have? If the players can't remember a character's name, they'll certainly remember their flatulence, sarcasm, or enormous purple hat.
- **Purviews & Gear:** For more important GMCs, provide them with relevant Purviews and Gear. A farmer might have a Purview for rearing livestock, and a well-dressed noble would have an Authoritative Outfit.



If you're comfortable, you can use voices, facial expressions, and other gestures to further bring your GMCs to life.

EXAMPLE GAME MASTER CHARACTERS

Villain

Lord Vertex

Skelemaster (→ p406)



Villiany: This cruel noble and his wife were cut down by 'traitors' who opposed their warmongering; he is now looking for a way to bring his beloved back from beyond the grave.

He can be found mooching about his forgotten mansion with a small band of loyal Skelemen (→ p404).

Role Playing Notes: Has a perchant for fine wines and foods. When talking in his nasally voice, he will occassionaly break off mid-sentence to respond lovingly, and obediently, to a voice no one else can hear.

Gear: Soul Stone. This gem contains the soul of his wife. Vertex just needs to figure out the ritual, and prepare a suitable body, for his spouse to return as a Skelemonach (→ p408).

Quest Giver

Mucky Paws

Factotum, Rank 1 (→ p16)



Quest Giving: This budget-restricted academic ends up having to do most of her own field work, but will try to recruit the PCs with an impassioned plea and promises of treasure.

Stationed in Homble (→ p331), she is investigating the site of a historic battle involving powerful machines.

Role Playing Notes: Naively optimistic and prone to deliver excitable exposition.

Traits: Determined (+2 Grit)

Abilities: Factotum Starting Abilities, Rai-Neko Innate Abilities.

Gear: Forgotten Lore Tome, Machines of the Fallen Empires (→ p176), various archaeological tools.

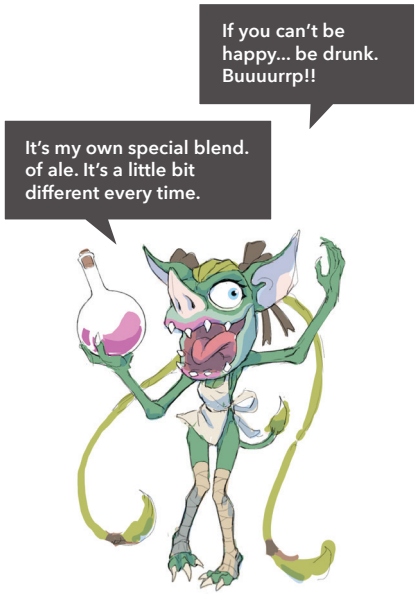
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EXAMPLE GAME MASTER CHARACTERS

Service Provider

Fizz

Basic Folk (→ p322)



Service: Currently lives and works in the Grimy Guts pub, providing Basic and Advanced Cooking servivces.

She specializes in potent potions and dangerously strong liquor.

Her casual mixology results in a regular supply of unpredicatable elixirs that she sells on the cheap.

Role Playing Notes: Chaotic, hyper, with a frightfully short attention span.

Gear: Her 'Experimental' potions may include Additives unknown to the PCs or suffer from a Side Effect (→ p295).

Rival

Triboulet

Sneak, Rank 1 (→ p22)



Rivalry: This rogue always seems to be after the same treasure as the PCs. Typically he, and his theatrical adventuring companions, will let the them do the hard work, then swipe the prize at the last moment.

Role Playing Notes: Uses theatrical speech and gesture, and always has to have the last word.

While ruthlessly opportunistic, he'll never take advantage of the mistreated or downtrodden.

Traits: Acrobatic (+1 Deft), Pain averse (-1 Grit), Eloquent (+1 Aura).

Abilities: Sneak Starting Abilities.

Gear: Thrown Weapons (Knives x6), Appealing Outfit.

Ally

Brave-Dame-What's-Her-Name

Champion, Rank 3 (→ p28)



Ally: Will support and assist PCs who seek to improve the safety and living conditions of the Shadow Land folk.

As a senior member of the ill-funded Knights of Lantern, she will offer what little resources the order possesses in the name of a worthy cause. She will also lend her mace when required.

Role Playing Notes: Booming voice, unwaveringly positive, gives everyone the benefit of the doubt.

Abilities: Champion Starting Abilities (Favored Weapon: Mighty), and Valiant.

Gear: Heavy Armor, Combination Weapon, Mighty/Utility (Torch).

Background Characters

Homble townsfolk

Basic Folk: Lumiflorists, pop factory workers, shroom pickers (→ p322)



Daily Routine: Most folk take shifts assisting Merona in the Pop Plant, a brave few harvest the glowing flowers found in Blackmoor Woods. The town is also home to more conventional foragers and farmers.

Role Playing Notes: Homble's people are generally happy and willing to share, but are not naive.

They find Large Species fascinating and are likely to stare, stalk, and pester them.

Abillities: Most Homblelites know the places with the most delicious tubers and mushrooms, making them excellent Guides for the area.

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GMC SUGGESTIONS

VILLAINOUS MOTIVATION

Choose or roll a villainous motivation

1-2	The world is a cruel place, so I shall be crueller.
3-4	We're all out for ourselves in the end, I'm just honest.
5-6	There's no turning back now.
7-8	It is only natural for the weak to bow to the strong.
9-10	I must find the limits of my strength and ambition.
11-12	If my loved one suffered, then everyone should.
13-14	Witless fools! Once all is said and done, you'll thank me.
15-16	Everything is just so... tiresome.
17-18	I am an artist and destiny is my canvas.
19-20	When this is over I'll be more powerful than ever.

MINOR QUIRK

Choose or roll a minor quirk (or two!)

1	Forlorn
2	Pedantic
3	Excitable
4	Stubborn
5	Pushy
6	Sarcastic
7	Vain
8	Thoughtful
9	Parental
10	Unflappable
11	Nervous
12	Tidy
13	Morose
14	Dramatic
15	Quiet
16	Booming
17	Tactile
18	Clumsy
19	Flatulent
20	Fidgety

PROFESSION

Choose or roll a profession (and adjective)

	Adjective	Profession
1-2	Renowned	Healer
3-4	Talented	Politician
5-6	Retired	Adventurer
7-8	Mysterious	Armorer
9-10	Fugitive	Criminal
11-12	Charlatan	Herbalist
13-14	Ambitious	Researcher
15-16	Inept	Historian
17-18	Reclusive	Performer
19-20	Inventive	Philosopher

CLOTHING COLOR

Choose or roll a color for their attire

1-2	Shades of grey
3-4	Soothing black
5-6	Earthen tones
7-8	Gentle green
9-10	Milky white
11-12	Sky blue
13-14	Daring crimson
15-16	Luminescent yellow
17-18	Candied pink
19-20	Prismatic smorgasbord

PROMINENT ACCESSORY

Choose or roll a prominent accessory

1-2	Flowing scarf
3-4	Billowing cape
5-6	Enormous hat
7-8	Giant ribbon & bow
9-10	Huge boots
11-12	Sparkling jewellery
13-14	Chunky belt
15-16	Pouches & pockets
17-18	Spectacles
19-20	Distinctive tattoos

BACKGROUND CHARACTERS

Choose or roll an appearance (and adjective)

	Adjective	Appearance
1-2	Rowdy	Well-dressed
3-4	Cautious	Scruffy
5-6	Docile	Similar
7-8	Jovial	Diverse
9-10	Secretive	Young
11-12	Humble	Old
13-14	Arrogant	Flamboyant
15-16	Proud	Dowdy
17-18	Dignified	Rugged
19-20	Fearful	Scrawny

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CREATING A SETTLEMENT

Most Settlements in Outer World develop independently from one another, and so often vary wildly in size and purpose.



A Settlement can be a relatively peaceful safe haven for your PCs to plan, rest, and recover, or a place in desperate need of the PCs' specialist services, or even contain problematic locations like deep sewers, abandoned buildings, or other potential Adventure Sites. Is the town being pestered by monstrous raiders? Have the villagers contracted a strange illness? Does the economy revolve around its world famous hot spring?

Creating a Settlement

1. Choose a Settlement Function. This is the purpose the Settlement serves in the world.
2. Decide on the Settlement's Size.
3. Choose the Services available at the Settlement.
4. Decide on the Settlement's form of Governance.
5. Give your Settlement some Local Flavor. Name your Settlement and invent some details that make your place feel unique.
6. If desired, create a map for your Settlement.

SETTLEMENT FUNCTION

Choose a primary reason for your Settlement's existence.

Common examples include:

- **Ports:** Provide access to sea or air passage.
- **Market towns:** Provide access to a broad range of stalls and specialist goods.
- **Refuges:** Provide a place for the weary and the desperate to shelter.
- **Mines/Farms/Oasis:** Provide access to shops and crafts related to a local natural resource.
- **Outposts/Keeps:** Provide a fortified or defensible location near a dangerous or contested boundary.

SETTLEMENT SIZE

The size of your Settlement will determine the amount of Services available to the PCs and the other inhabitants.

Use the following as a guideline:

- **A single dwelling:** Room & Board
  1-10 residents
- **Hamlet:** Room & Board
  + 1 additional Service
  Population approx. 100
- **Town:** Room & Board
  + 2 additional Services
  Population approx. 1000
- **City:** Room & Board
  + 3-5 additional Services
  Population approx. 10,000
- **Metropolis:** Room & Board
  + 6 or more additional Services
  Population approx. 100,000

Think about whether the Settlement is growing or declining. Are there large areas of abandoned buildings or is the Settlement a construction site?

SERVICES

Choose services that fit your Settlement's location, size, and function.

- **Room & Board** (→ p201)
- **Workshop Rental** (→ p201)
- **Treatment Service** (→ p201)
- **Crafter Commission & Repair** (→ p202)
- **Recreational attractions** (→ p202)
- **Paw Post Service** (→ p202)
- **Intercontinental Travel** (→ p203)
- **Shops (Armories, Adventurer emporiums, book sellers, etc…)**

Once you've decided on the Services available at your Settlement, you add any extra details you desire. For example, create menus or price lists, give them characterful names, and create GMCs (→ p320) to run them.

Location matters. A cultural hub might have a curiosity shop and a town on the edge of a monster zone might have a specialist armory.

GOVERNANCE

Decide how your Settlement is run. A small hamlet might look to a trusted member of the community to make the big decisions, whereas larger Settlements may have officials who determine and maintain the local laws.

Forms of governance include:

- **Anarchy:** No enforced order. It could be either peaceful and harmonious or chaotic and dangerous.
- **Commune:** A council of elders, or similar forum, discusses and vote on issues openly.
- **Democracy:** Elected officials represent the best interests of their citizens… Most of the time.
- **Autocracy:** All decisions are made by a self-appointed, or ordained, individual.

Most towns will have a group of 'enforcers' depending on Settlement size, it could be anything from local toughs guys to a well run constabulary.

LOCAL FLAVOR

Add a few details to differentiate your Settlement from neighbouring locations.

You could consider:

- **General description:** Describe the general atmosphere and look of the Settlement. Is it well maintained or run-down? Are the buildings made of stone or mud?
- **Diet:** Delicacies and regional cuisine. Is the diet dull and unpalatable or addictively delicious? What local plants or creatures can be eaten?
- **Customs:** Festivals, events, superstitions, and practices. Do they remember important historical figures or host spectator sports?
- **Language:** Greetings, sayings, and slang terms. Do the people offer each other supportive platitudes, like 'Go well friend', or are they expected to show reverence to their leaders, such as 'All hail the duke!'
- **Landmarks:** Add a striking natural, fantastical, or architectural feature. This feature will dominate the Settlement and give it unique character. For example, does it hang off a cliff face or is partially buried below ground?
- **Name:** Give your town a distinct, or descriptive, name for easy recall.

Keep in mind the Region the Settlement is in, as it might influence the local flavor.

SETTLEMENT MAPS

A Settlement map is not always required as you can just describe and narrate traversing the streets to the players. However, a simple sketch pointing out key districts, where the local services are, and other important features will provide your players with a better sense of place.

A map would be required if the Settlement comes under attack, or is subject to hostile occupation, as you then might treat the Settlement as a Battlefield or Adventure Site.

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EXAMPLE SETTLEMENT

Settlement
Homble, Wistful Dark



Settlement function & size
Hamlet, population100.

Distillery for Merona Pop, the signature line of magical refreshments created by the famed local baker.

Governance
Most disputes are resolved with a communal vote.

The sheriff will step in to resolve emergency situations.

Notable residents
- **Merona**, celebrity baker.
- **Eveready**, sheriff.
- **Tella**, the stranger.
- **Mucky Paws** (→ p323), 3rd Aeon archaeologist.

Services
1. **The Pink Petal**
   Small rooms, big breakfasts. Room & Board, with Hearty Meal (→ p201).
2. **Merona's Pop Plant.**
   High-end Workshop, Cooking (→ p201).
3. **Sheriff's Office**
   Residence & jail.

Local flavor
In spite of being located near the edge of the Shadowed Lands, Homble does its best to be a cheery, bright place.

Barrels of lumiflowers light the town, which also provide it with a pleasing and distinct scent.

Homble is mostly populated by Chibs (→ p325), so many things are smaller than expected. Mind your head!

Troubles
Ruff Riders, the bandit gang roaming Blackmoor Woods, have been more aggressive than normal. This has resulted in difficulties harvesting the glowing flowers from the Warped Meadow (→ p340) that are an essential ingredient of Merona Pop.

A stranger has turned up in town with serious wounds, they talk in their sleep of an ancient weapon and evil plot.

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SETTLEMENT SUGGESTIONS

SETTLEMENT TYPE
Choose or roll a Settlement

	Adjective	Function
1-2	Bustling	Port
3-4	Chaotic	Market
5-6	Fortified	Keep
7-8	Declining	Mine
9-10	Expanding	Farm
11-12	Remote	Entrance
13-14	Historic	Outpost
15-16	Serene	Refuge
17-18	Deserted	Metropolis
19-20	Ramshackle	Resort

LOCAL FLAVOR
Choose or roll a local flavor

1-2	Under the shell of dead titan
3-4	Built on a Float Stone island
5-6	Situated amongst ancient ruins
7-8	Contained in a giant spire
9-10	On a mobile platform
11-12	In a precarious location
13-14	Home to domesticated beasts
15-16	Dedicated to odd traditions
17-18	Known for its unusual cuisine
19-20	Infested with small creatures

SETTLEMENT GOVERNANCE
Choose or roll a leader

	Adjective	Leader
1-2	Wise	Elder
3-4	Temperamental	Child
5-6	Superstitious	Council
7-8	Ambitious	Mage
9-10	Misguided	Warrior
11-12	Ailing	Noble
13-14	Deceitful	Monster
15-16	Morbid	Godling
17-18	Jovial	Judge
19-20	Anxious	Crook

SETTLEMENT TROUBLES
Choose or roll a trouble

1-2	A competing settlement
3-4	Marauding monsters
5-6	Diminishing resources
7-8	A problematic Faction
9-10	A terrible secret
11-12	A tyrannical leadership
13-14	A curse
15-16	A rampaging colossus
17-18	A missing person
19-20	A strange illness

CREATING AN ADVENTURE SITE

Adventure sites are remote places of interest for the brave and curious. While often dangerous, they always have something worth discovering within.



An Adventure Site can be anything from an abandoned city protected by ancient machines, to a mobile fortress filled with monstrous raiders. While almost any place of interest can be an Adventure site, they should always be interesting enough to warrant the player's time. Aim for a blend of peril and wonder.

Creating an Adventure Site

1. Create a Concept. A theme that pervades the Adventure Site.
2. Set Adventure Hooks. A series of reasons to visit the Adventure Site.
3. Add some Atmospheric Flavor. Details that make the Adventure Site an interesting space to explore.
4. Create a Map. A series of connected Locations that the PCs can move through.
5. Describe the Locations. Define what's in each Location and what challenges it presents to the PCs. This includes choosing Guardian Encounters (→ p236).
6. Create an Encounter Table (→ p348) for Wandering Encounters (→ p236). These are the creatures that move throughout the Adventure Site and may turn up when the PCs make noise or take their time when Exploring.

ADVENTURE SITE CONCEPT

Choosing a clear concept for your Adventure Site will help you create a place with a distinct and cohesive experience.

When coming up with a concept, consider the following:

- **Theme**: Think of a structure or place and then add an evocative adjective. For example, ice castle, sunken temple, toxic jungle, or cursed clearing.
- **Key challenge:** Decide on the primary impediment that the PCs will face at the Adventure Site. For example, dangerous inhabitants, magical puzzles, mechanical traps, or crumbling architecture.



Of course you can have multiple themes and challenges in a single Adventure Site but limiting it will help provide it with a unique identity.

ADVENTURE HOOKS

An Adventure Hook provides a reason or motivation for your players to visit your Adventure Site. For example, is your site the lair of a troublesome beast, the source of magical pollution, or the last known whereabouts of a powerful relic?

When creating your Adventure Hooks, consider what the players, and their PCs, need to achieve:

- Are they trying to learn something?
- Are they trying to find something?
- Are they trying to stop something?



Your Site can and should have multiple Adventure Hooks! The Battle Princess might be there to save the villagers but the Sage might be there to retrieve forgotten knowledge.

Your hooks will be even more compelling if they are linked to the agreed Achievement XP (→ p205).

ATMOSPHERIC FLAVOR

Try to cultivate a distinct atmosphere and sense of place for your Adventure Site.

When designing the Site, consider the following:

- **History:** Has the site been recently constructed or is it a ruin of the past?

  If it's a ruin then why was it built? Add some physical evidence to your Locations that hint at the site's original purpose and history. For example, a castle's broken battlements hint at a forgotten siege or a lingering dark mist might warn of an ancient hex.

  If the site is new, what necessitated its construction and what makes it dangerous? Is it a make shift camp for ruthless outlaws or a newly excavated mine that has unleashed buried horrors.



Creating a sense of history will give your player's the impression that the world they are exploring does not revolve around them, that it existed before they arrived and will persist after they've gone.

- **Ecology:** What's the environment like at the Adventure Site? What sort of flora and fauna would thrive there? Is it a toxic area filled with bacterial slimes or an intensely magical zone that supports strange mana-dependent plants?



You could design some simple food chains to help create the illusion of a functioning habitat. For example, large corrosive slugs feed on the Snapweeds, which in turn snatch Ghostflies and other passing bugs out of the air.

- **Sensory feedback:** When describing your Adventure Site to your players, appeal to their senses:
  - **Sights:** Is it a dark and gloomy cave or bright and colorful meadow?
  - **Sounds:** Can they hear footsteps echoing through the corridors or chirping insects in the undergrowth? Perhaps there's only deafening silence.
  - **Smells:** Does the stench of carrion fill the air or do blossoms emit a sweet fragrance?
  - **Feel:** Is the floor sticky underfoot or does a warm breeze brush against their skin?
- **Foreshadowing:** Judiciously placed warnings about imminent danger help build tension whilst exploring Adventure Sites. For example, piles of crunched bones signal the existence of a heavy-jawed predator and the distinctive scent of perfume warns of the Waste Witch's recent presence.



Tension is created when your players are anticipating something horrible but don't know when or where they will face it.

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CREATING AN ADVENTURE SITE MAP

An Adventure Site Map is simply a set of connected Locations. The map is used when the PCs Explore your Site.

Creating an Adventure Site Map

1. Create a layout with 5-10 Locations (→ p336).
2. Give the Locations names or numbers for referencing later.
3. Join the Locations together to create Access Points (→ p232).
4. Mark the Access Points that will serve as the entrance and exits to your Adventure Site.



You don't have to be an artist or create an accurate plan, your map can simply be a set of nodes joined together with lines.

Of course, you can create Sites with as many Locations as you want, but players can explore smaller Sites in one or two sessions and they are at less risk of becoming repetitive. Consider making several related Adventure Sites rather than a single large one if you have a big idea!

MAP LAYOUT

When designing your map consider:

- **General layout:** When mapping out your Locations, think about how the site was created. For example, natural caverns would have an organic layout as they were created by a geological process, whereas a constructed site would have a more deliberate layout.
- **Location function:** Create Locations that are congruent with your Site's current, or original, function. For example, a fort would include an armory, barracks, and a gate house, whereas a palace might include a grand hall, multiple bedrooms, and extensive gardens.

  Also, think about how the inhabitants are currently using the space. For example, where do they eat, sleep, etc? Perhaps there is a Location dedicated to a specific task or ritual.
- **Adding Access Points:** When conceiving ways to move between your Adventure Site's Locations, consider adding loops and shortcuts to provide players more choices during exploration.

  Don't just connect your internal Locations together with doors. Use windows, shafts, vents, and atria to create more interesting ways to enter or bypass specific Locations.

  Some Access Points might only allow Small Species to squeeze through.

  Some Access Points may be initially hidden from the PCs and may only be noticed if they Inspect the Location. For example, vegetation obscuring a tunnel entrance or a rug over a trapdoor.
- **Entrance and exits:** Consider making access to the Adventure Site a challenge. For example, is there a moat or ravine to cross or are the visible entrances heavily guarded?

  Add more than one entrance to present players with tactical choices. For example, will they prefer to sneak in the back door or bluff their way in through the main gate?

  Also think about what useful information the PCs could discern from the Adventure Site prior to entering. For example, can they see any lights on inside or get a sense of the size and layout of the Site?



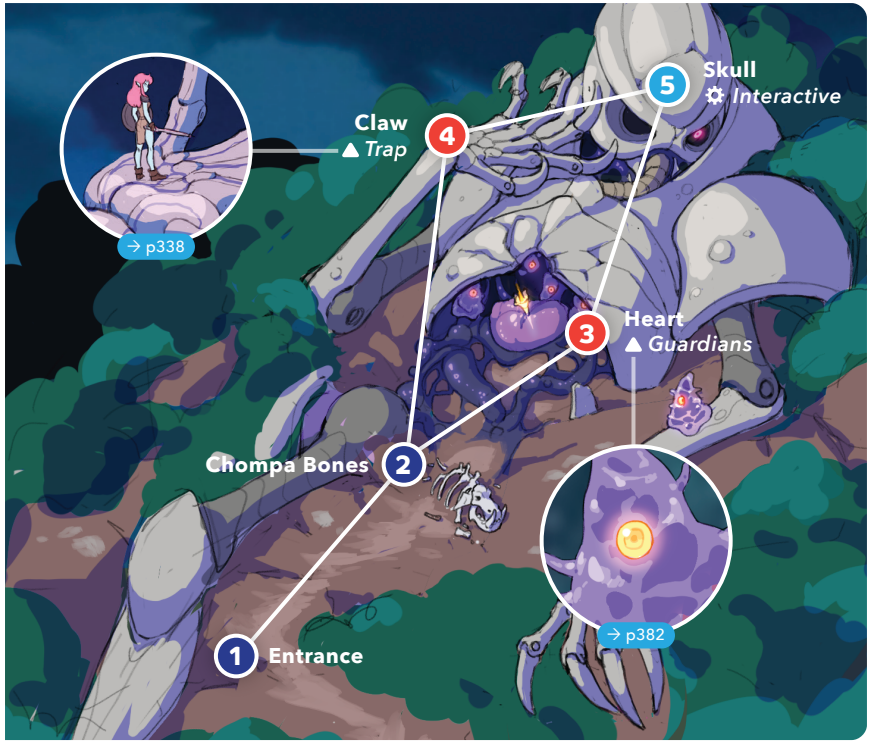
Mark on your map additional information that might affect the players' navigational decisions. For example, 'At the T-junction do you descend the stairs towards the source of the foul smell, or move through the crumbling archway towards the thunderous snoring?'

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EXAMPLE ADVENTURE SITE MAP

Adventure Site

Titan Grave, Wistful Dark



History

This Calian bio-colossus was felled by a strike to its Core Point. A Techno-Relic lodged in its heart prevents the Titan from regenerating.

Ecology

Creatures that enter the site are rapidly consumed by the Titan's support organisms, which patrol the site looking for matter to convert to bio-fuel to maintain the Titan's stasis.

Wandering Encounters

Digestive Enzymes x6, reskinned Goops (→ p382).

Sensory feedback

An acrid smell and gentle purple glow permeate the site.

1. **Entrance**

   There is an obvious and hazard-free entrance to the site. Approaching from any other angle will require a risky and tedious climb.
2. **Chompa Bones**

   These bones appears almost polished. The Chompa's yield (→ p369) can still be harvested.
3. **Heart**

   ▲ Guardian Encounter

   Under the Titan's shattered breast plate lies the luminous heart, pulsing slowly despite having a giant ballista bolt lodged in it. The heart is permanently guarded by 2 Enzymes.
4. **Claw** (→ p338)

   ▲ Trap

   An enormous bony hand has created a makeshift bridge to the Titan's skull. The presence of magical energy may trigger it to close suddenly.
5. **Skull**

   ⚙ Interactive Element

   At the zenith of the site is the scarred head of the Titan. Inside, the remains of a pilot sits in a chair surrounded by controls that are labelled in Dark Tongue. With the right knowledge, the Titan can be powered down which deactivates the Enyzmes.

CREATING LOCATIONS

Locations are self-contained experiences within your Adventure Site. An individual Location can pose a specific challenge to the players or simply be used to build the Site's atmosphere.

Creating a Location

1. Decide if there is a Challenge at the Location.
2. Decide on the type and level of Challenge at the Location.
3. Think about any rewards that will be extracted from the Location.
4. Describe your Location.

LOCATION CHALLENGES

Challenges include:

- **Guardian Encounters:** Is there a sleeping guard or sentry drone at the Location? If there is a Guardian Encounter (→ p236), consider adding elements to the Location that will make the interaction more interesting. For example, adding pillars might create a Sheltered Battlefield Area during a Fight, or a gravel floor could provide a Minor Penalty for Stealthy Movement.
- **Traps**: Is there a tripwire or pressure-sensitive flagstone that sounds the alarm or sets off an eviscerating booby trap? Traps are set to alert Adventure Site inhabitants of unwanted intruders or to protect their valuables.

  Failing to detect and bypass a trap should create a complication for the PCs. For example, tripping an alarm will limit the amount of time they have in the Location before guards turn up, or passing a hex line might inflict them with an inconvenient Ailment (→ p268).

Set traps in logical places so players will blame themselves for a lack of caution. Make traps with deadly consequences immediately evident to the PCs, so the focus of the challenge is on figuring out a way to bypass or disarm it.

- **Interactive elements:** Is there a portal that leads to different Locations depending on the orientation of a control dial, or an alchemist's lab filled with color-coded potions? Interactive elements provide your players, not just their PCs, with a challenge that can't just be resolved with a good die roll.

Avoid puzzles that only have one solution or, if you do use these, have failure result in a disadvantage or set-back rather than a dead end.

- **Environmental hazard:** Is there a fast-flowing river blocking the way or an unreliable rope bridge crossing the ravine? Non-combat challenges will test the PCs' Abilities, Gear, and wits.

Vary the type and level of challenge between Locations to create a blend of high and low drama.

LOCATION REWARDS

Location rewards include:

- **Information:** Is there anything to learn from the Location? For example, a mural might depict a monster's weak spot or the remains of a previous adventurer might yield a useful map.
- **Treasure:** What valuable items can be retrieved from the Location? For example, a chest full of coins or an ancient Imbued Weapon.

DESCRIBING A LOCATION

For each Location think about:

- **First impressions:** What are the first things the PCs will notice on entering?
- **Special senses:** What additional details are revealed to PCs that can see in the dark, sense magic, or possess another extraordinary senses or knowledge?
- **Inspection:** What is revealed on Inspection or detected with an Insight Check during Stealthy Movement?
- **Battlefield:** What potential Battlefield Areas and Conditions will apply if a Fight breaks out?
- **Access points:** What entrances and exits lead to and from the Location?

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EXAMPLE LOCATIONS

Guardian Encounter

The Shackled Deity

High Challenge, Red Mountain Sanctum, Blazing Garden



First impressions: A huge motionless figure levitates in front of a large door. Its head is covered with an ornately decorated metal hood.

The stone floor surrounding the figure is shattered and covered in dried blood splatters.

Special senses: Those sensitive to mana will detect a powerful Bright energy emanating from the figure's metallic hood.

This may be a Sage familiar with Bright Magic or a PC equipped with a Scanner (→ p181), you decide who notices it!

Attention: The figure is a minor deity which has been magically bound to the location.

It has been forced to attack anyone attempting to access the doorway.

Inspection: The hood has "Let none pass" emblazoned on it in Bright Speech.

A thin, but noticeable, circle surrounds the figure. PCs with magical knowledge might know the god cannot leave the circle.

Battlefield: Due to its uneven surface, the area inside the containment circle is Precarious (→ p251).

Access points: The door is the primary entrance to the Red Mountain Sanctum.

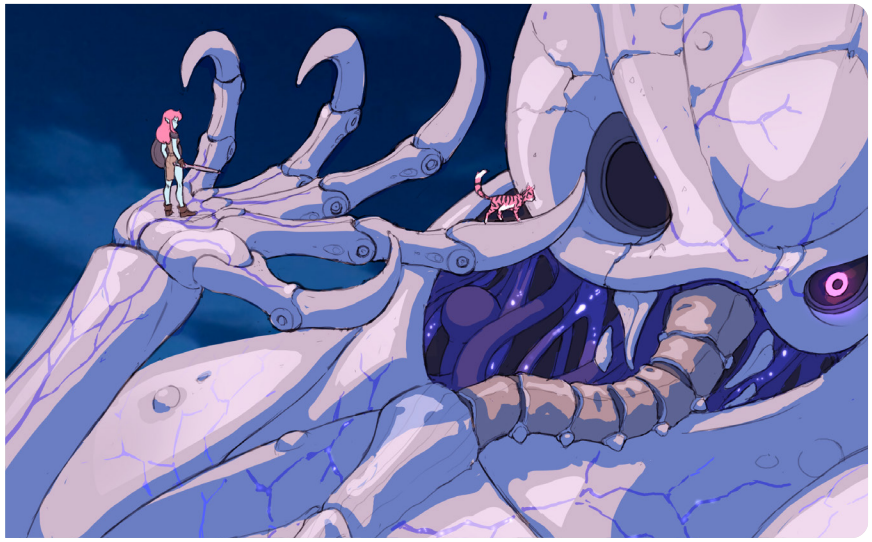
If the players figure out a way to scale the perimeter wall, or find another way to gain access to the Sanctum, let them. Don't force a battle to happen!

EXAMPLE LOCATIONS

Trap

Claw of the Titan

Moderate Challenge, Titan's Grave, Wistful Dark



First impressions: A giant boney arm acts as a makeshift bridge between the lower area of the Titan's Grave Adventure Site (→ p335) and the huge exposed skull situated at the top of a steep mound.

Special senses: Bright or Dark Aligned characters will feel an unpleasant tingle when travelling along the arm. There is a disruption in the flow of mana.

Attention: If a Magical Ability is activated while on the hand, or if an individual with 3 or more Allegiance Points passes over it, the claw will snap shut.

Everyone in its grasp must make a Deftness Check or suffer a Severe Injury. The claw resets to an open position after 1 Turn.

Inspection: Vein-like tubes, filled with a faint luminous liquid, seem to slowly throb.

Battlefield: Difficult footing makes the arm Precarious (→ p251).

The claw is high up, so being shoved off would result in Falling/Impact Damage (→ p267).

Access points: The skull can be entered by hopping off the end of a talon and into a softly glowing eye socket.



You can decide PCs need to make a Deftness Check to hop across to the skull if you want to increase the sense of danger and tension.

Moving down the forearm will bring you back to the base of the mound.

Interactive Element

Shaft 2

Flavor, Manathene Refinery, Twilight Meridian



First impressions: This large atrium stretches the entire height of the structure and has several openings leading off it at various heights and positions, but there is no obvious way to access them.

In the middle of the room is a series of floating platforms, each inscribed with graphic symbols.

All entrances to the atrium have a glowing panel next to them.

Special senses: Bio-Mechanoids will sense the platforms can be spoken to in Bit Stream and that they can be asked to reposition themselves.

Inspection: Symbols on the platforms seem to match those on the control panels by the door.

Those that can read Gleysian Code can control the platfroms so it is possible to access the desired exit, otherwise if the PCs Linger (→ p235) to experiment they will figure it out.



If your players like puzzles, you can devise a visual code for them to decipher. If they do it quickly, maybe they can avoid a Wandering Encounter!

Battlefield: Depending on their relative positions, some cubes might be considered Isolated (→ p250).

As the GM, you can opt to require a Might or Deftness check to leap onto nearby cubes. Failure might leave the PC Toppled (→ p271).

Falling from higher cubes will result in Falling/Impact Damage (→ p267).

Access points: The many hallways leading off the atrium are numbered and color-coded.

EXAMPLE LOCATIONS

Environmental Hazard

Warped Meadow

Moderate Challenge, Barkmoor Woods, Wistful Dark



First impressions: The woods open up into a large clearing. A meadow of pink, glowing flowers lights up the surrounding tree line.

The wreck of an ancient vehicle sits in the center of the meadow.

Special senses: Those with heightened smell can detect the scent of volatile mana.

Attention: For every 2 Turns spent in the meadow, a PC will gain a random Gift (→ p206).

Gaining 4 Gifts requires you to make an Aura Check or you'll become Putrefied (→ p270).

Once outside the circle you'll return to normal after 24 hours.

Being inside the wreck shields you from the warping affect of the meadow.

Inspection: Throughout the meadow, strange figure-like mounds are nestled among the flowers (previously Putrefied victims!).

Those familiar with Techno-Relics will deduce that the vehicle was some kind of war machine designed to fire huge ballista bolts.

It seems as if a part of the vehicle is missing. The more technically minded may think it was some kind of escape pod and be able to guestimate its likely trajectory.

Inspecting key Locations should reveal new insights or rewards so players must decide whether investigating is worth the risk.

Battlefield: Anyone inside the wreck is Sheltered (→ p251) from external attacks.

Access points: The path through Barkmoor Woods (→ p346) can be re-entered from either side of the clearing.

Flavor

Hall of Truths

No Challenge, The Creator's Reliquary, Buried Kingdoms



First impressions: This quiet, sterile hall is both mundane and grand at the same time.

The hall is lined with hundreds of shelves full of neatly stacked blocks that contain a strange glowing liquid.

Special senses: Everything feels alien and unreal to those sensitive to 'otherworldliness'.

Attention: A suppression field prevents any sound from being made inside the hall.

A switch on the wall is able to unmute the room. When audible the glowing blocks emit a soft hum, and footsteps generate an eerie echo.

The small flashing blocks can only be read with a special device, found elsewhere in the Reliquary.

Items that can be collected, or can be used in other parts of your Adventure Site, will promote exploration.

Inspection: Shelves are labelled in Creator's Script. Subjects include: The Promise Project, Art, Starmaps, and other topics that will baffle Outer World's scholars.

Battlefield: The space between the shelves is Cramped (→ p250).

If scaled, the tops of the shelves are Isolated (→ p250).

Any Abilities that require sound are unusable while the room is muted.

Access points: There are two tall, featureless doors, one at each end of the hall. The doors are indistinct from one another.

ADVENTURE SITE SUGGESTIONS

ADVENTURE SITE TYPE

Choose or roll an Adventure Site (and adjective)

	Adjective	Site
1	Crumbling	Tower
2	Frozen	Temple
3	Submerged	Forest
4	Burning	Isle
5	Moving	Castle
6	Hidden	Cavern
7	Overgrown	City
8	Confusing	Dimension
9	Haunted	Machine
10	Toxic	Wasteland
11	Infinite	Library
12	Immortal	Faculty
13	Lifeless	Prison
14	Floating	Laboratory
15	Spiritual	Hotel
16	Cursed	Observatory
17	Buried	Factory
18	Enchanted	Vault
19	Sentient	Grave
20	Alien	Elsewhere

ADVENTURE HOOKS

Choose or roll an Adventure Hook

1-2	Retrieve a legendary relic
3-4	Recover lost tech
5-6	Visit a reclusive individual
7-8	Harvest valuable materials
9-10	Deal with a troublesome beast
11-12	Access a magical portal
13-14	Conduct, or halt, a ritual
15-16	Solve an eldritch mystery
17-18	Stop a sealed entity escaping
19-20	Prevent a magical catastrophe

RESIDENT VILLAIN

Choose or roll a Villain (and adjective)

	Adjective	Villain
1-2	Cunning	Noble
3-4	Lonely	Monster
5-6	Misunderstood	Asura
7-8	Incompetent	Undead
9-10	Charming	Beast
11-12	Ambitious	Warrior
13-14	Bored	Spirit
15-16	Wicked	Witch
17-18	Deranged	Synthetic
19-20	Intellectual	Godling

LOCATION ATMOSPHERE

Choose or roll the atmosphere

1-2	Eerily serene
3-4	Oppressively gloomy
5-6	Ethereal and melancholic
7-8	Radiant and hopeful
9-10	Alive and dynamic
11-12	Homely and quaint
13-14	Filthy and foul smelling
15-16	Dark but comforting
17-18	Sterile and lifeless
19-20	Jubilantly sinister

LOCATION TRAPS

Choose or roll a trap

1-2	Access point seals after use
3-4	Obscuring miasma
5-6	Toxic fog
7-8	Magical hex
9-10	Pitfall
11-12	Burning blast
13-14	Divides the PCs
15-16	Release the beast
17-18	Call the guards
19-20	Rock fall or crushing threat

INTERACTIVE ELEMENTS

Choose or roll an interactive element

1-2	Portal or teleportation circle
3-4	Locked doors with colored keys
5-6	Security system
7-8	Floating guide light
9-10	Musical glyphs
11-12	Secret paths or short cuts
13-14	Changing water levels
15-16	Long distance communicators
17-18	Morphing architecture
19-20	Control room full of levers

ENVIRONMENTAL HAZARDS

Choose or roll an environmental hazard

1-2	Chasm to cross
3-4	Body of liquid to cross
5-6	Access point sealed off
7-8	Access point out of reach
9-10	Unstable
11-12	Vision obscured
13-14	Slippery to traverse
15-16	Slow to traverse
17-18	Harmful
19-20	Suffocating

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CREATING ADVENTURE MAPS

Your Adventure Map shows the position of, and distances between, your various Adventure Sites, Settlements, and other notable locations.



An Adventure Map is usually a small Local Map, but scenarios focusing on travel may span an entire Region. A good Adventure Map aims to provide players with a sense of scale, scope, and intrigue.

Creating an Adventure Map

1. Mark your Adventure Sites and Settlements on your Map and link them together with Routes, as required.
2. Delineate any distinct Map Zones that you want to have different Map Encounters or apply the effects of Adverse Terrain (→ p225).
3. If desired, add smaller points of interest on your map.
4. Prepare descriptions of terrain, weather, flora, and fauna for your Map or Map Zones.
5. Create an Encounter Table (→ p348) for your Adventure Map or Map Zones. These are things the adventurers may come across along their journey.

Your initial Adventure Map only needs the Points related to your Adventure. You can add more later as the scope of the game expands.

POINT & ROUTE PLACEMENT

When drawing your map consider:

- **Navigational choice:** When connecting your Map Points together, provide alternative routes that create a navigational decision. For example, one Route requires the procurement of specialist gear to traverse but the alternative is much longer and means you may arrive after the despicable ritual has been completed.
- **Hidden Map Points:** These disconnected Adventure Sites, or isolated Settlements, are not connected by existing Routes and can only be reached by Trailblazing (→ p226). When placing your hidden Map Points, locate them inside a Map Zone or specific area that provides the players with a small region to focus their search on. This avoids direction-less exploration. For example, Dizer Gren's old archives are rumored to be somewhere in the Dawnwards Hills.
- **Destination choice:** Create a dilemma for the PCs about the order in which they should explore the Adventure Map. For example, should the PCs immediately proceed to the village about to be sacked by the Villain, or risk turning up late to seek advice from the wise woman about his weak spot?
- **Long Routes:** If there are many days travel between your key Map Points, add Small Points of Interest (→ p345) to make the Journey more memorable.

Put as much effort into designing your Adventure Maps as you would your Adventure Sites.

MAP ZONES

Whether your Adventure Map is comprised of one large Zone or several connected smaller ones, consider:

- **History:** Think about what formed the landscape. Was it carved out by a magical catastrophe, a natural geographical process, or was it artificially constructed.
- **Terrain Type:** How easy is it to traverse the Zone? Do the PCs require special equipment to avoid harmful or debilitating environmental effects? Are navigational Insight Checks assisted by wide open vistas, or hindered by an oppressive mist?
- **Encounters:** What sort of characters and creatures would inhabit the Zone? What is their reason for being there? Use this information to guide your choices for the Adventure Map's Encounter Table (→ p348).
- **Hunting/Foraging:** When PCs search for food during Camp Activities (→ p229), how abundant are supplies? Is there anything unusual about the area's flora or fauna?

For your Map Zones, create a list of key words, phrases, or notes that will help you narrate the sights and sounds the PCs experience as they travel through and move between the different Zones.

SMALL POINTS OF INTEREST

Break up long stretches of wilderness between your primary Settlements and Adventure Sites with smaller locales. These could include:

- **Mini Adventure Sites:** A structure or area comprised of only 1 or 2 Locations (→ p336) or Encounters (→ p348). For example, a Grim Wing nesting in a crumbling turret or a mysterious shrine that harbors a curious artifact.
- **Landmarks:** These notable features present no challenge but can be used as navigational aids or to add character to the landscape. For example, a strange obelisk or distinctive clearing.
- **Single residences:** These homes or buildings allow you to place interesting or useful GMCs (→ p320) outside of a Settlement. For example, a witches' Crafting Workshop or an Inn that is a useful source of local rumors.

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EXAMPLE ADVENTURE MAP

Local Adventure Map
Twinfell, Wistful Dark



History
Twinfell was the site of a past battle between two heroes from opposing empires. The rituals and war machines utilized killed them both and left arcane scars across the land.

Terrain
Barkmoor Wood dominates the region, an unusually lush area that feeds off the mana-rich soil. The topology undulates with unnatural craters and valleys.

Encounters
The road to Cloudhaven is relatively safe, and Encounters here will be mostly benign, but entering the Barkmoor Wood Zone prompts a roll on an Encounter Table (→ p350).

1. Cloudhaven
Sky Port
A small but important trade hub for the region.

2. Homble (→ p330)
Village
A quaint and sleepy town, source of a popular line of alcoholic potions.

3. Clearing
Mini Site
Trees have been cut back and the soil excavated, the dig site looks like it was abandoned in a hurry.

4. Warped Meadow (→ p340)
Mini Site
A metal structure rusts amidst glowing flowers.

5. Bitty Boo's Hut
Single Residence
This famed Chib gadgeteer does not appreciate visitors, unless they bring her a Techno-Relic to examine.

6. Titan Grave (→ p335)
Adventure Site
The resting site of the fallen giant Calian bio-machine, now partially buried. While inert, it ocassionally twitches due to some ancient reflex.

7. Escape Pod
Mini Site
A metallic dome, almost entirely covered in moss. Inside are skeletal remains and information about the historic battle.

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ADVENTURE MAP SUGGESTIONS

SMALL POINTS OF INTEREST

Choose or roll a small point of interest

Mini Adventure Site

1	Monster nest or lair
2	Bandit camp
3	Gate or portal
4	Broken machine
5	Ancient statue or monument
6	Tomb or burial chamber
7	Asura/Deva shrine
8	Fallen beast
9	Embedded weapon or object
10	Trap or cage

Environmental

11	Chasm or pit
12	Blocked path
13	Pond or pool
14	Drastic temperature change
15	Large, distinctive tree or plant

Abode or business

16	Guide's cabin
17	Scholar's study or observatory
18	Hermit or guru's retreat
19	Crafter's home and workshop
20	Room & board

MAP (OR ZONE) FEATURES

Choose or roll a feature

1-2	Rough and jagged
3-4	Teeming with life
5-6	Densely filled with structures
7-8	Open and desolate
9-10	Dominated by a body of water
11-12	Altered by magic
13-14	Home to an enormous creature
15-16	Requires specialist vehicle to traverse
17-18	Requires Extreme Weather Outfit (→ p172) to traverse
19-20	Strange weather

FLORA & FAUNA

Choose or roll a distinctive flora or fauna

1-2	Animated plants
3-4	Glowing flowers or berries
5-6	Oversized fruit
7-8	Musical insects
9-10	Observant birds
11-12	Curious reptiles
13-14	Brightly-colored mammals
15-16	Synthetic organisms
17-18	Pervasive odor, sweet or foul
19-20	Water-based ecology

CREATING ENCOUNTERS

The characters and creatures found at an Adventure Site, or encountered on a Journey, provide the PCs with unpredictable physical and social challenges.



An Encounter can be anything from a talkative travelling merchant to a bloodthirsty band of Skelemen. Encounters should aim to either reinforce your Adventure's sense of place, provide the PCs with new information, or present a potentially dangerous situation.

Creating an Encounter

1. Determine the type of Encounter you want to create.
2. Choose and create the number and type of GMCs (→ p320) or Adversaries (→ p356) that will be involved in your Encounter.
3. If desired, create a Mood Table for your Encounter.

Creating an Encounter Table

1. As a guideline, create 5-10 Encounters per Adventure Site or Map Zone.
2. Allocate 'No Encounter' to numbers 1-10, and then allocate the numbers 11-20 to your created Encounters.

ENCOUNTER TYPES

The type of Encounters you chose should make sense in the context of your Adventure's locations and environments. Encounters should also be an appropriate blend of the dangerous and the benign. For example, you might have weary refugees in a war-torn area and ravenous insectoid predators in a toxic jungle.

COMBAT ENCOUNTERS

Predatory monsters, enemy patrols, or other malign entities that, if the odds are favorable, will Fight (→ p244). When creating a Combat Encounter consider:

- **Scale of threat:** From a lone Mange Bandit scout to a squad of Giga Gruun. Make the players think about whether a confrontation is actually necessary. Some Encounters might not offer much of a challenge but others might be incredibly difficult, and worth avoiding. When picking opponents:
  - Think about what Abilities and Gear the PCs possess and decide whether you want to exploit or reward their choices.
  - Use Adversaries of a similar number and Rank if you want a more balanced Encounter.
  - Consider whether you want the enemy to arrive or engage after a few Turns, so the PCs are not immediately overwhelmed at the start of a Fight.
- **Mixed foes:** Mixing foes forces the players to make interesting tactical decisions. For example, how will the PCs get at the troublesome spellcaster standing behind a wall of brutish minions? Should the PCs target the enemies' mounts first, to nullify their speed advantage, or go straight for the riders and hope for a swift take down?
- **Battlefield:** Trees, pillars, pits, ravines. Think about how the location or terrain might offer unique combat challenges or opportunities. Consider creating a Battlefield that skews in favor of the Adversaries, after all it's their home turf.
- **Consequences:** The outcome of a Fight may have wider consequences than immediately obvious. Think about what will happen if the patrol doesn't report back or the scout escapes? The enemy camp will now be on high alert and might prepare an ambush.

SOCIAL ENCOUNTERS

Nomadic merchants, cranky hermits, or other talkative beings that might be minor Quest Givers (→ p321) or require the PCs to Negotiate (→ p238). When creating a Social Encounter consider:

- **Situation:** Create a situation that presents a choice or dilemma to your players. Is the farmer searching the woods for his missing child? Are the PCs interested in buying the stolen magic items the rogue is offering?
- **Consequences:** Think about what the PCs might lose or gain from the interaction:
  - If the situation is handled badly, how will this impact the PCs? Examples include: denial of service, losing out on useful info, or the creation of a negative local Reputation (→ p279).
  - If the situation is handled well, how might this reward the PCs? For example: Learning useful knowledge or rumors, discounts on service, or gaining a new Ally (→ p321).



Remember to reward heroic behavior and good deeds with positive consequences. For example, helping a farmer in need may get the PCs free Room & Board when they arrive at his hometown.

ATMOSPHERIC ENCOUNTERS

Shimmering mana-moths that momentarily settle on the Sage's staff, tiny Maintenance Drones that whir and beep whilst carrying out their programmed duties, or other Encounters that create atmosphere but present no risk or reward to the PCs. They can also be used to foreshadow more significant Encounters.

MIXED ENCOUNTERS

An Encounter can be a blend of Combat, Social, and Atmospheric, or quickly change from one type to another depending on the PCs actions. For example, helping resolve a dispute between two squabbling wizards may backfire and result in a violent conclusion.

MOOD TABLES

Intelligent Encounters will react appropriately to the situation at hand. For example, responsible town guards will question suspicious looking PCs rather than lead with an attack. Use an Adversary's Mood Table, or the generic one below, when you are unsure of how an Encounter should react to the PCs.

Choose or roll a Mood

1-5	Friendly
6-14	Indifferent
15-20	Hostile



Adding an element of chance to an Encounter prevents programming your players to attack everything they meet.

OTHER ENCOUNTER TABLES

Adventure Sites and Maps are not the only times you can create Encounter Tables. You could create a Table for moving about a busy metropolis or to reflect a significant game world event, such as an invading army's occupation or the aftermath of a magical catastrophe.

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EXAMPLE ENCOUNTERS

Map Enconters

Barkmoor Woods

Choose or roll a Map Encounter

1-10 **No Encounter:** The leaves rustle, birds chirp, insects chitter.

11-13 **Ambush victims:** Basic Folk x4 (→ p322)



Situation: These workers were clearing part of the woods, but were chased off by angry 'forest spirits'. If encountered, they will be lost, hungry, and confused. They may be hiding, caught in a trap, or on the run from a real or imagined threat. The PCs must earn their trust.

Consequences: If calmed and assisted, they will tell the PCs they have been paid by a local antiquities researcher to locate some technology purportedly buried somewhere on the Duskward side of the woods.

14-16 **Chompa pack:** Chompas x3 (→ p368)

Situation: These Chompas have plenty to eat in the forest, and so are ususally sleeping or grazing peacefully unless bothered.

17-18 **Ruff Rider scout**: Mange Bandit x1 (→ p400)



Situation: The scout has been directed to look out for anyone who is attempting to cut back the woods. Unless surprised by a group moving stealthily, the bandit will be hiding from sight. They will try to escape at the first sign of trouble.

Consequences: If captured or coerced, the scout can inform the PCs about their leader's plan to stop the researcher's attempts to dig up Barkmoor forest. If the scout gets away, they will inform the Raider Patrol of the PCs' whereabouts and capabilities.

19-20 **Ruff Rider patrol:** Mange Bandit x4 (→ p400), Proudhound x1 (→ p402)



Situation: This group has lived in Woods for some time and do not take kindly to strangers. They have gotten suspicious recently thanks to a group of outsiders chopping down trees and other nonsense. If challenged, this rough bunch will fight smart, using their home terrain to their advantage. They are not exceptionally violent and will only kill if forced.

Consequences: Polite trespassers may get away with a warning. If the patrol is pacified or reasoned with, the PCs may be able to broker a deal between the researchers and the raiders.

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ENCOUNTER SUGGESTIONS

COMBAT ENCOUNTERS

Choose or roll an opponent (and adjective)

	Adjective	Opponent
1-2	Greedy	Rogues
3-4	Eager	Beasts
5-6	Desperate	Vagabonds
7-8	Territorial	Wildlife
9-10	Wary	Adventurers
11-12	Relentless	Guardian
13-14	Brash	Spellcaster
15-16	Hungry	Ghosts
17-18	Zealous	Warriors
19-20	Terrifying	Monster

SOCIAL ENCOUNTERS

Choose or roll a traveller (and adjective)

	Adjective	Traveller
1-2	Distressed	Outcast
3-4	Confused	Innocent
5-6	Wise	Beast
7-8	Cheerful	Guide
9-10	Lost	Scholar
11-12	Weary	Sellsword
13-14	Miserable	Behemoth
15-16	Wounded	Sentinel
17-18	Friendly	Spirit
19-20	Lonely	God

ATMOSPHERIC ENCOUNTERS

Choose or roll an inspirational place or moment

1-2	A moment of silence
3-4	A source of magical Additives
5-6	Somewhere a secret is held
7-8	Entrance to another site
9-10	A flock of beautiful creatures
11-12	Something's final resting place
13-14	A strange mechanism
15-16	Abandoned living quarters
17-18	An odd rune inscription
19-20	A breathtaking vista

ENCOUNTER COMPLICATIONS

Choose or roll a complication

1-2	A slippery surface
3-4	An annoying trap (Restrains)
5-6	An alarm
7-8	Mistaken identity
9-10	A fire trap (Burn Injury)
11-12	A cursed or faulty relic
13-14	A pitfall or tunnel
15-16	A barrier or divide
17-18	Another adventure team
19-20	An unstable structure

CREATING A SAGA

A Saga is a string of Adventures following the same PCs through their rise in Rank. When developing your Saga, consider:

- **Saga structure:** The Adventures in your Saga can be completely unrelated to each other, or they could be linked together with a uniting theme or a set of reoccurring characters. You can also switch it up depending on your group's current focus and interests.
- **Start small:** Start with one simple Adventure. Maybe just a Settlement troubled by a ne'er-do-well that resides in a nearby Adventure Site.
- **Add a big bad:** The machinations of a super powerful Villain (→ p320) can provide a persistent source of tension for your Saga. This big bad could be a well-known figure or a secretive puppet master. Include a cast of unsavory henchmen for the PCs to run into before they confront your big bad.
- **Add a patron:** A wealthy or powerful Quest Giver (→ p321) who employs the PCs to procure relics or run dangerous errands will be able to provide a steady stream of Adventure Hooks (→ p332).
- **Scale up:** As the PCs rise in Rank, increase the challenge and stakes of your Adventure. Low Rank PCs will be solving local problems, but as they rise in power they should be dragged into regional and global conflicts.
- **Progress organically:** Don't plan too far ahead, let your Saga unfold based on the exploits of the PCs. Think about how the key GMCs will react to current events and how this might alter the course of the Saga.
- **Turning points:** During your Saga add pivotal moments that, as a result of the PCs' actions or the passing of time, alter the game world irrevocably. A kingdom falls, a ritual is completed, a curse is lifted.
- **The end:** Your final Adventure should provide closure. Have a final showdown with the big bad, set the climax in a fitting location, and discuss how the PCs will spend their retirement.



Set your next Saga in the aftermath of the previous one. The exploits of the old PCs have passed into lore; maybe a few are still around and have need of spirited young Adventurers.

SAGA SUGGESTIONS

THE SAGA IS ABOUT...

Choose or roll a central conceit

- **1-2 An ancient treasure:** Follow the clues spread across Outer World to locate, or unlock, a powerful treasure.
- **3-4 A conflict between kingdoms:** Escalating hostilities between powerful nations threaten all living things.
- **5-6 A wicked plot:** A shadow spreads across the land with the growing ambition of its instigator.
- **7-8 A strange visitor:** The visitor pits the most powerful Adventurers in Outer World against one another.
- **9-10 A lost city:** A metropolis from a previous aeon surfaces, causing ripples in the surrounding regions.
- **11-12 A cursed land:** The hex can only be broken by a relic, or individual, in a faraway land.
- **13-14 Ancient machinery:** A device reactivates, causing magical pollution and opportunities throughout the land.
- **15-16 A massive labyrinth:** A sprawling complex develops under a large city seemingly overnight.
- **17-18 A dark secret:** In the wrong hands this forbidden knowledge will bring about the end of the 4th Aeon.
- **19-20 A mythic creature:** The hunt for a legendary creature causes chaos.

WHO CAN HELP...

Choose or roll a few Allies

- **1-2 A desperate waif:** They possess something very important.
- **3-4 A clandestine organization:** Who seeks to preserve Outer World.
- **5-6 An intelligent monster:** Somehow connected to the events at hand.
- **7-8 A scholar:** With rare and pertinent knowledge.
- **9-10 A merchant:** An opportunistic but honest fellow.
- **11-12 A diviner:** Who shows up at the oddest places and times.
- **13-14 A martial order:** Protectors willing to lay down their lives for a worthy cause.
- **15-16 A comforting figure:** Who will always provide the deserving a hot meal and a warm bed.
- **17-18 An old adventurer:** Who's seen and done it all before.
- **19-20 A fairy:** Duty bound to act as destiny's guide.

WHO IS CAUSING TROUBLE...

Choose or roll a few Villains

- **1-2 A wretch:** Who possesses unearned power, and is poisoned by illusions of grandeur.
- **3-4 An affable rogue:** They are crueler than they seem.
- **5-6 A sullen sorcerer:** Who must see this path through to the end.
- **7-8 A grim warrior:** Who bears deep scars upon their body and heart.
- **9-10 An influential patrician:** Blind to the harm they do in the pursuit of wealth.
- **11-12 An ancient order:** Dedicated to the cause, no matter the cost.
- **13-14 A wicked magician:** Who shows little concern for ordinary folk.
- **15-16 A tragic paladin:** Who will protect what they love without question.
- **17-20 An immortal evil:** Who is slowly reclaiming their power.

WHO'LL COMPLICATE THINGS...

Choose or roll a few wildcard GMCs

- **1-2 A curious artist:** Who sees the chance to create something great.
- **3-4 A grifter:** Who keeps trying to con the wrong person.
- **5-6 Soldiers:** Who have a job to do.
- **7-8 An undying entity:** Who is currently content to just observe.
- **9-10 A sentient artifact:** Somehow linked to the quest at hand.
- **11-12 A capricious spellcaster:** Who is too curious for their own good.
- **13-14 A daring thief:** Who seeks both treasure and thrills.
- **15-16 A 'Chosen One':** Whose path is strangely intertwined with the PCs.
- **17-20 A rival adventure team:** Who are in way over their heads.

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ADVERSARIES



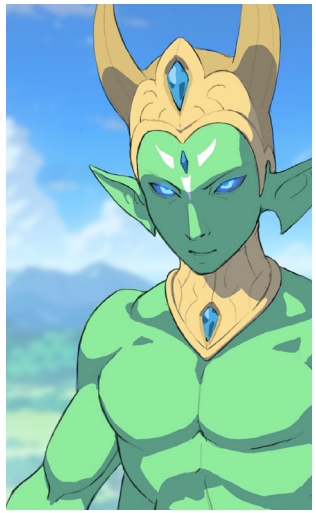
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ADVERSARIES

From ancient war machines to supernatural beings, there are a myriad of unusual opponents willing to confront the PCs on their adventures.









USING ADVERSARIES

Adversaries provide a physical threat or obstruction that the PCs must defeat, avoid, or convince in order to progress.

Adversaries are primarily used as Site Encounters (→ p236) or Map Encounters (→ p228) but can also be used as Villains, Quest Givers, or other significant GMCs.

The ready-to-use example Adversaries listed are not exhaustive, and GMs are encouraged to customise or create their own monsters and antagonists.

ADVERSARY DESCRIPTIONS

RANK & MENACE

An Adversary's Rank, just like a PC's, informs the Adversary's Aptitudes and Combat Values, as well as indicating the number and potency of their Abilities.

Menace describes the type of threat an Adversary provides to PCs of a similar Rank.

Menace types include:

- **MOOK** Not powerful on their own, they'll usually work together under the control of a Boss.
- **BOSS** Roughly as powerful as a single PC. Bosses are often local Faction leaders or serve a more powerful Mega Boss.
- **MEGA BOSS** Rare and extremely powerful opponents with Abilities that make them a match for a group of PCs by themselves.
- **COLOSSUS** Beasts so large that fighting them requires the use of the Colossal Combat rules (→ p264). A Colossus is also a match for a group of PCs.



Use Rank & Menace Type as a guide when creating Encounters for your Adventure Sites and Maps, but remember you don't have to balance Encounters precisely. Running into an unstoppable army or a defenseless child scout will present an equally interesting dilemma for your players.

COMBAT VALUES

Combat Values show the Adversary's Attack Bonus, Hearts Total, Defense Rating, and Speed Rating.

The displayed values factor in any Abilities or Gear the Adversary has. The modifiers are recorded as a footnote so they may be removed when necessary. For example, a Speed Bonus would be removed from the Defense Rating if the Adversary was adequately Restrained.

APTITUDES & TRAITS

Adversary's Primary Aptitudes (→ p431) are marked with (P), the values are based on their Rank and are modified by their Traits.

The displayed values factor in the Adversary's Traits. The exact Traits and modifiers are recorded as a footnote so they may be redistributed to create any desired differentiation between multiple Adversaries of the same type.



Traits also provide useful adjectives when describing, or role playing, the Adversary.

ADVERSARY INFO

Category: This describes an Adversary's thematic type, and includes:

- **Beast:** Weird and wonderful animals.
- **Celestial Order:** Individual beings attached to the former celestial order: Devas, Asura, Small Gods, and Divine Rulers.
- **Folk:** Beings that live in recognisable communities and interact with PCs just like regular Folk.
- **Monster:** Unique creatures that don't have a place in any other category. Includes entities like the stubborn dead and the Unshaped.

Size: Adversaries that are anything other than Medium will have a size-related Ability denoting the deviation.

Those that fall into the playable Species Sizes (→ p106) are subject to the same benefits and drawbacks as the PCs.

Tiny, Massive, and Colossal Adversaries will refer you to any additional rules for interacting with them.

Allegiance: Just like PCs, some Abilities grant Adversaries Allegiance Points which align them to the cosmic forces.

ANNOTATED ILLUSTRATION

The illustration will help you describe the Adversary and the annotations provide a concise summary of its Abilities and Gear.

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Using Adversaries
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Blaster Mage
Chompa
Chosen one
Demon, Blighted
Drones
Goop
Giga Gruun
Grim Wing
Killservants
Lalka
Master Villains
Mundymutts
Skelemen
Shadow Beast
Tiny Unhelpful Cloud
Undead Peddler
Unshaped, Bellzuub
Urarani
Creating Adversaries

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QUICK FACTS

These short descriptive sentences guide you on how to use and run the Adversary.

Habitat: Where they're usually found.

Combat Gear: What they are typically equipped with.

Communication: What spoken languages or other forms of communication they use.

Tactics: How they think and act when they Fight.

Indicators: Hints and clues you can add to your Journey or Adventure Site descriptions to alert PCs to the existence of an Adversary.

> Foreshadowing an Adversary builds tension, as players are made aware of danger but not told when it will appear.

Role Playing Notes: A list of behaviors, mannerisms, and motivations you can use to bring the Adversary to life.

Customization: Suggested tweaks to the Adversary to create interesting variations to stop repeat Encounters from becoming predictable.

> Small changes to an Adversary's Abilities or Gear can force the players to adopt new tactics to deal with them.

ABILITIES

Adversaries posses and utilize Abilities just like PCs. Each Ability is marked with its Ability Level (→ p433), either Basic [B], Advanced [A], or Legendary [L].

Magical Abilities show their contribution to the Adversary's Allegiance Point total.

YIELD

In addition to their Combat Gear, a slain Adversary can possess other useful items dependant on their role and status.

PCs with a relevant Ability, such as Healer's Hands (→ p18), might also be able to extract Crafting Materials (→ p288) or Additives (→ p291) from a monster corpse.

MOOD TABLE

When an Adversary is a chance encounter you can choose or roll on its Mood Table to see how it reacts to the PCs. In addition, a situation is presented in the table to provide an example of how the mood might manifest.

The Mood Table is divided into three bands:

1-5	Friendly/Benign
6-14	Indifferent/Wary
15-20	Hostile/Bloodthirsty

> Mood means not every Adversary PCs encounter will be immediately hostile, creating more diverse types of interaction.

RESKIN

Adversaries can be easily converted into another similar entity by applying suggested modifications to their Abilities and appearance.

> Avoid the need to create a new foe from scratch by tweaking one of the example Adversaries.

PLAYABLE

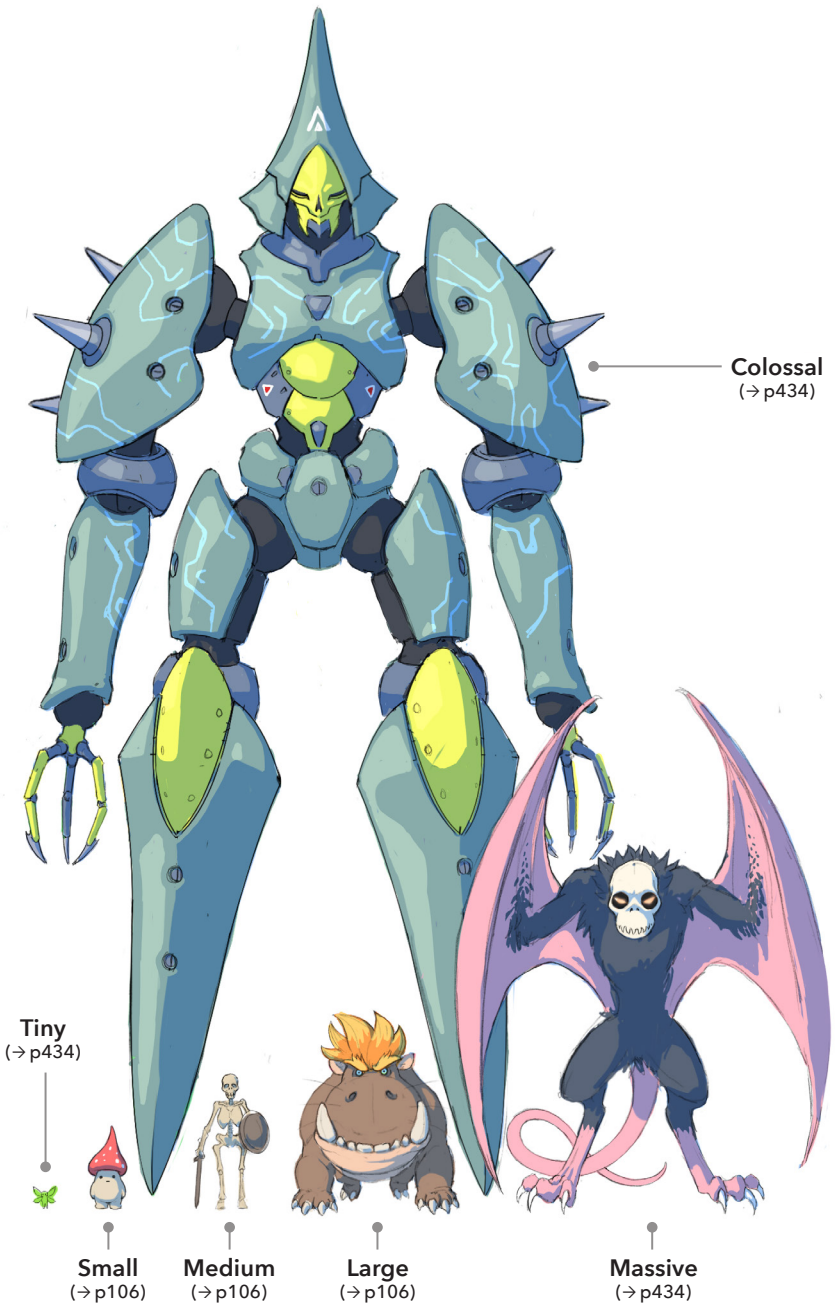
Some Adversaries can be easily converted into a playable Species. On selected Adversaries, suggestions are made on how this can be achieved.

COLOSSUS MAP

Colossal Adversaries will include a map of the creature, to use when engaging in Colossal Combat (→ p264). Also listed will be any special considerations for moving between the various Strike Points and the effects of destroying or disabling them.

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EXTREME SPECIES SIZE COMARISON



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ASURA, LAJJA

MEGA BOSS RANK 10

Soul enslaver. Lajja is an Asura tasked with instilling fear and obedience in mortals. Asura were once a servitor species of the Divine Rulers, and Lajja is one of a handful that still persist in Outer World. She roams the surface performing her duties, transforming those she encounters into servile wretches.



Dark Divinity
Immune to Normal Damage
Dark Damage inflicts -1♥
Bright Damage inflicts +1♥

Shameful Invigoration
Recovers 1♥ per Turn when suffering from a Status Ailment

Scornful Bolt
Range: 2 Areas
Damage: 2♥ (Dark)

Degrading Presence
Recieves an Edge on all Aura rolls
If in her Area, Aura Contest or suffer a Status Ailment and 1♥ Damage per Turn
Foes reduced to 0♥ become a Wretch

Unfortunate Souls (Wretches)
+0 ♥1 10 Average
Wretches provide Attack Assists or can be absorbed to recover 1♥

COMBAT VALUES		APTITUDES / TRAITS		ADVERSARY INFO	
+6 ATTACK	6 HEARTS	11 MIGHT		TYPE	Celestial Order *Asura*
18[1] DEFENSE	Average SPEED	12 DEFT. (P)		SIZE	Medium
		9 GRIT*		ALLEGIANCE	Dark Aligned *7 Dark*
		12 INSIGHT (P)			
		15 AURA (P)*			

[1] Dark Divinity (+8)

*Capricious (-2 Grit) Magnificent (+3 Aura)

Habitat: With the collapse of the celestial order, Lajja has no natural place in Outer World. Her presence is an unwanted intrusion. She appears where necessary to snuff out the arrogance and self-determination of man.

Communication: Dark Tongue. If necessary she will reluctantly use Low Speech to talk to mortals.

Tactics: Lajja is cruel and will:

- Allow foes to succumb to her Degrading Presence.
- Soften stubborn opponents with her Scornful Bolt.
- Use Unfortunate Souls to create a meat shield of Wretches.
- Recover lost Hearts from Wretches as soon as she takes damage.
- Stay behind the front line, hiding behind her servants.

Indicators: Unsettling moans, twisted corpses, an oppressive feeling of guilt or shame.

Role Playing Notes: She will sometimes address mortals tenderly, other times she'll resort to relentless bullying. She'll expose a PC's embarrassing truths and use disguised insults as compliments.

Customization: Create new Asura by changing the Ailment associated with their Degrading Presence or by altering how they interact and use their Wretches. For example, healing them or bestowing them with temporary powers.



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ABILITIES

DARK DIVINITY [L]

Asura have smooth, attractive forms that are impervious to mortal weapons.

- Asura can only be harmed by weapons made of Magical Materials or by Magical Abilities.
- Attacks doing Dark Damage are reduced by 1 Heart.
- Attacks doing Bright Damage are boosted by 1 Heart.
- +8 Defense Rating.

[D] Adds 1 Dark Allegiance Point.

DEGRADING PRESENCE [L]

Lajja is surrounded by a corrupting atmosphere that crackles with malevolent mana. Those who succumb to her power are transformed into wretched slaves.

- Lajja benefits from an Edge on all her Aura rolls.
- Lajja can activate her Presence at the beginning of her Turn in addition to other permitted Actions.
- When activated, anyone in the same Battlefield Area as Lajja must attempt to resist corruption.

Requires an Aura Contest

Success: Llaja forces your body to transform via corruptive magic:

- You contract an Ailment from the Corrupting Ailments Table (below).
- The transfiguration is painful, lose 1 Heart at the start of every Turn.
- If you're reduced to 0 Hearts, you become a Wretch and are now one of Lajja's Unfortunate Souls (→ p363).
- The corruption only ends if Lajja is driven off, reduced to 0 Hearts, or otherwise subdued.
- Once you have contracted an Ailment you are immune from further instances of this effect.

Corrupting Ailments Table
Choose or roll an Ailment.

1-5 Chibbed (→ p268)
You begin to crumple, losing dignity and stature. You continue to grow more bent and crooked. If reduced to 0 Hearts you are transformed into a twisted Wretch whose head can never look up from the ground.

6-10 Jellyfied (→ p270)
As your resistance dissolves, so does your spine. You begin to melt like a burning candle, facial features slip away. If reduced to 0 Hearts you become a semi-molten Wretch.

11-15 Ballooned (→ p268)
You begin to swell in size. As you inflate with malevolent mana your skin becomes unbearably tight. If reduced to 0 Hearts, your rupture and the mana seeps out. You are a Wretch that wears your stretched skin like a saggy coat.

16-20 Dispirited (→ p269)
Your inadequacies become painfully apparent. Your mind and soul slides towards hopelessness. If reduced to 0 Hearts you become a silent Wretch with eyes devoid of hope or desire.

If you are immune to the Ailment inflicted, you are spared… but must re-roll next Turn if you remain in her Presence.

Failure: You have resisted this Turn, but must re-enter the Contest next Turn if you remain in her Presence.

[D] Adds 2 Dark Allegiance Points.

SCORNFUL BOLT [A]

Lajja prefers to watch enemies buckle under her Degrading Presence. However, she'll blast stubborn or irritating foes.

- Lajja can fire her bolt at targets up to 2 Battlefield Areas away.
- Bolts do 2 Hearts of Dark Damage.

[D] Adds 1 Dark Allegiance Point.

SHAMEFUL INVIGORATION [B]

While Lajja generally delights in the humiliation of others, she finds a strange joy in having the tables turned on her.

- If afflicted with an Ailment, Lajja will recover 1 Heart at the start of each Turn.
- Lajja will inflict herself with a Corrupting Ailment, using her Degrading Presence, in order to regenerate lost Hearts.
- She can end the self-inflicted Ailment at any time.

[D] Adds 1 Dark Allegiance Point.

UNFORTUNATE SOULS [L]

Lajja usually travels with 4 Wretches.

Wretch
Those who succumb to Lajja's Degrading Presence become obedient vassals.



+0 ATTACK	1 HEARTS	10 DEFENSE	Average SPEED

- **Gear:** Wretches are unable to use equipment in any useful capacity.
- **Abilities:** None, Wretches forget any Abilities they knew in their previous life.
- Wretches do everything they can to remain within 1 Area of Lajja.
- Wretches can perform an Attack Assist on someone that Lajja wishes to target with Scornful Bolt. This is the only time they will be willing to move away from Lajja.
- Lajja can destroy and absorb a Wretch to regain 2 lost Hearts.
- Lajja can use Wretches for Attack Assists or Recovery in addition to her other permitted Actions.

[D] Adds 2 Dark Allegiance Points.

YIELD

SHADOW STUFF

With the right Ability, 3 Units of the Asura's ichor can be harvested and used as a powerful Crafting Additive (→ p291).

- **Attack:** Imbued weapons do Dark Damage.
- **Defense:** An Imbued Shield or Armor reduces any Attack or offensive Ability that does Dark Damage by 1 Heart.

1 Unit • 75 Coins

MOOD TABLE

Lajja is only focused on achieving her dark agenda, and will see the PCs as a threat or a tool. Lajja might be:

- Guarding divine treasures or secrets no mortal should have access to.
- Summoned and tasked with the annihilation of a powerful foe or region.
- Establishing her own cult or city state that caters to her cruel whims.

RESKIN

Apply the Dark Divinity Ability to other Adversaries to create lesser Asura.

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BIZZER SWARM

BOSS RANK 2

Mana-sucking menaces. Bizzers are small flying insects that feed off magic. While not dangerous on their own, they have a tendency to travel in huge groups, capable of hindering the spells of even the most experienced casters.

COMBAT VALUES

+2	2
ATTACK	HEARTS
12[1]	Fast[2]
DEFENSE	SPEED

[1] Buzzing Mass (+2)
Speed Bonus (+2)
[2] Buzzing Mass (+1 level)

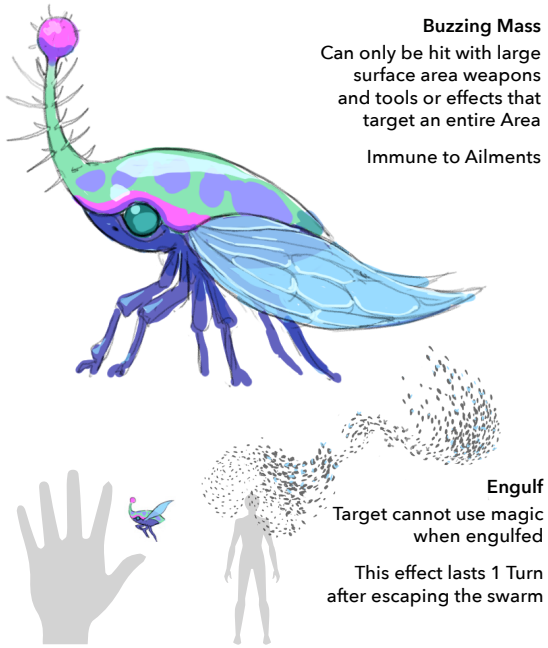
APTITUDES / TRAITS

7	MIGHT
8	DEFT. (P)
10	GRIT (P)*
8	INSIGHT (P)
7	AURA*

*Persistent (+2 Grit)
Annoying (-1 Aura)

ADVERSARY INFO

TYPE	Monster *Insectoid*
SIZE	Medium *Swarm*
ALLEGIANCE	Unaligned



Buzzing Mass
Can only be hit with large surface area weapons and tools or effects that target an entire Area

Immune to Ailments

Engulf
Target cannot use magic when engulfed

This effect lasts 1 Turn after escaping the swarm

Habitat: Bizzer Swarms make their nests in mana-rich environments, for example wizarding structures or magical biomes. They are infamous for causing injuries, and even a few fatalities, at Shard's University and its rival school in the Galvanus Peninsula, by showing up during an important magical demonstration or eating the flight spell of a commuting professor.

Communication: Bizzers have no means of communicating to other creatures, unless you count their incessant buzzing.

Tactics: Bizzers are instinctual creatures and don't formulate combat strategies.

However, soldiers and bandits have been known to weaponize them for use against arcane foes. Buzz Bombs, glass jars filled with Bizzers, are very popular among raiders in particular.

Indicators: Rusty imbued items, a single Bizzer moving along a wall, that horrible buzzing noise.

Role Playing Notes: Buzz, buzz buzz. Buzz buzz!

Customization: Certain Swarms may inflict an Ailment (→ p268) in addition to hindering magic use when they use their Engulf Ability.

ABILITIES

BUZZING MASS B

The Bizzer Swarm is not a single entity, it is made up of hundreds of tiny bugs.

- Bizzer Swarms can only be hit by Attacks made with large, broad objects or that target the entire Battlefield Area the swarm occupies. Your GM will decide which objects or strikes will make a significant impact on the swarm.

  Other Attacks will only kill a handful of bugs, and won't impact the effectiveness of the swarm.
- Bizzer Swarms are immune to Ailments. A few of the bugs may be affected, but not enough to incapacitate the swarm as a whole.
- Bizzers can fly and their Speed Rating is Fast.
- If the Bizzer Swarm is reduced to 0 Hearts, the swarm has been killed or reduced to a harmless volume.

ENGULF B

Bizzer Swarms surround a target and drain away any mana on or around them. A hungry swarm is noisy and incessant.

- Engulfing a foe requires the Bizzer Swarm to use its Action, but does not require an Attack roll.
- Engulf can be used on a single creature or object in the same Area as the swarm. Bizzers only target creatures or items with Magical Abilities. They have no interest in non-magical entities.
- The target is unable to use any Magical Abilities while engulfed by the Bizzer Swarm.
- Anyone attacking the Swarm while it is using this Ability will hit the swarm's target instead on an unsuccessful attempt.
- The Swarm will do its best to follow its target, but will abandon pursuit if it becomes hazardous for the swarm, such as the target getting too close to flames or being submerged in liquid.
- If the target somehow escapes the Swarm, they remain unable to use any magical Abilities for 1 Turn.

YIELD

ARCANE POWDER

A Unit of Arcane Powder (→ p290) can be obtained if you collect the bodies from a slain Buzzer Swarm and grind them up.

Container of 1 Unit

1 Slot • 50 Coins

BUZZ BOMBS

If the PCs are able to capture the swarm relatively unharmed, 2 Buzz Bombs can be created by anyone with a glass jar.

- Buzz bombs have the Range of other Thrown Weapons.
- Once released, the Bizzers will target a magical foe with Engulf.
- A bomb's swarm only has 1 Heart.

1 Slot • 25 Coins

MOOD TABLE

Bizzers are relentless in their thirst for mana, if they sense its presence they will swarm en masse.

RESKIN

Make the Engulf Ability drain Hearts, rather than mana, to reskin the Bizzer Swarm as more conventional bloodsucking insects.

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BLASTER MAGE

BOSS RANK 3

Hot-headed spell slinger. 'Blaster Mage' is a pejorative term coined by Sages for wizards who can only perform relatively simplistic pyrotechnics.

COMBAT VALUES

+2 ATTACK	3 HEARTS
12[1] DEFENSE	Average SPEED

[1] Light Armor (+2)

APTITUDES / TRAITS

8	MIGHT
10	DEFT. (P)*
8	GRIT (P)
7	INSIGHT *
10	AURA (P)*

*Nimble (+2 Deftness)
Impulsive (-1 Insight)
Impressive (+2 Aura)

ADVERSARY INFO

TYPE	Folk *Extradordinary*
SIZE	Medium
ALLEGIANCE	Bright Aligned *3 Bright*



Magic Shot
Aura vs. Deft. Contest
Range: 1 Area
Damage: 1 ♥ (Bright)

Big Magic Shot
Aura vs. Deft. Contest
Range: 2 Areas
Damage: 2 ♥ (Bright)

Mana Burst
Aura vs. Deft. Contest
Anyone in the same Area
2 ♥ (Bright)

Habitat: Found anywhere in Outer World, often working alongside bandits, mercenaries, and warlords.

Gear: Light Armor and a Standard Weapon, in case things get physical.

Communication: They speak and understand Low Speech, as well as another language appropriate to their home region.

Tactics: They do their best to stick with what they are good at and will:

- Stay behind the front line, hiding behind their allies.
- Pummel targets with their Magic Shots from a safe distance.

Indicators: Seared walls, corpses covered in neatly burned holes, loud and brash declarations.

Role Playing Notes: Prone to using insulting or dramatic gestures. Amused by their own brilliance.

Customization: Blaster Mages may occasionally take advantage of Appealing or Authoritative Outfits.

ABILITIES

MAGIC SHOT [B]

Small, but rapid fire, magical blast.

- Once per turn the Blaster Mage can hurl small balls of mana as if a Thrown Weapon.
- Shots do 1 Heart of Bright Damage.

[B] Adds 1 Bright Allegiance Point.

BIG MAGIC SHOT [B]

An impressive blast that temporarily exhausts the Mage.

- The Blaster Mage can attempt to fire a large flaming sphere at a foe up to 2 Battlefield Areas away.

[VS] **Requires a Contest**
The Mage's Aura vs. your Deftness.

Success: The shot does 2 Hearts of Bright Damage.

⚠ After firing Big Magic Shot the Mage cannot use any Magical Abilities on their next Turn.

[B] Adds 1 Bright Allegiance Point.

MANA BURST [A]

With a snap of the fingers, and some prior concentration, the ambient mana around the Blaster Mage bursts into flames.

- The Blaster Mage can attempt to blast everyone in the same Battlefield Area as them with a pyrotechnic explosion.
- The Mage must first charge the attack by spending 1 Turn agitating the Area's ambient mana. During charging, the air around the Mage shimmers and sparkles.

[VS] **Requires a Contest**
The Mage's Aura vs. your Deftness.

Success: Everyone in the same Battlefield Area as the Mage suffers 2 Hearts of Bright Damage.

⚠ The mana in the targeted Battlefield Area is temporarily disrupted and no Magic Abilities can be used there for 1 Turn.

⚠ The Blaster Mage cannot cast Magic for 2 Turns after using Mana Burst.

[B] Adds 1 Bright Allegiance Point.

YIELD

Blaster Mages have amassed d20 Coins from their nefarious exploits.

MOOD TABLE

Choose or roll a Mood

1-5 False bravado

Recently defeated, their confidence is low. They may posture aggressively but will rapidly back out of confrontation.

6-14 Preoccupied

There is a duel between rival Blaster Mages. The surviving Mage will be jubilant but their mood will change if the PCs challenge or question them in anyway.

15-20 Vengeful

One of the PCs resembles an old foe, they won't stop until they are reduced to ash… or some sense is beaten into them.

RESKIN

Removing the Mana Burst Ability and providing more powerful arms and armor creates a 'Blaster Knight'.

ADVERSARIES
Using Adversaries
Asura, Lajja
Bizzer Swarm
Blaster Mage
Chompa
Chosen one
Demon, Blighted
Drones
Goop
Giga Gruun
Grim Wing
Killservants
Lalka
Master Villains
Mundymutts
Skelemen
Shadow Beast
Tiny Unhelpful Cloud
Undead Peddler
Unshaped, Bellzuub
Urarani
Creating Adversaries

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CHOMPA

BOSS RANK 4

One massive muncher. A distant cousin of the Bumpo, these omnivorous bovines are much less docile and armed with an enormous tusk-filled mouth.

Mighty Munch
Tusk (Mighty Weapon)
Might Contest or be Restrained
Win Might Contest to escape
Gnaw
Damage: 1♥
Spit
Damage: 1♥ plus beToppled



COMBAT VALUES		APTITUDES / TRAITS		ADVERSARY INFO	
+3 ATTACK	4♥[1] HEARTS	12 MIGHT (P)*▾		TYPE	Beast *Megafauna*
13[2] DEFENSE	Slow[3] SPEED	6 DEFT.*		SIZE	Large
		10 GRIT (P)*		ALLEGIANCE	Unaligned
		9 INSIGHT (P)			
		8 AURA			

[1] Blubbery Hide (+1)
[2] Large (-1) Blubbery Hide (+4)
[3] Blubbery Hide (-1 level)

* Brutish (+2 Might) Stubborn (+1 Grit) Lumbering (-2 Deftness)
▾ Large Species (+1 Might)

Habitat: Any place that has enough flora and fauna to satiate their monstrous appetites.

Gear: Sometimes interesting things can be found in their dung.

Communication: Belches and snorts.

Tactics: In combat they are motivated by hunger and will:

- Attempt to swallow the closest, or juiciest, prey first.
- Spit rocks, or other parts of the environment, at escaping food.

Indicators: Big bites taken out of the landscape, deep and wide footprints, the sound of open-mouthed chewing and flatulence.

Role Playing Notes: They are only interested in filling their bellies, and won't be motivated by anger or retribution.

Customization: Chompas are occasionally caught and used as Packbeasts or even Mounts by creatures who favor strength and ferocity over speed.

ABILITIES

BIG 'UN [B]

The Chompa is immense.

- The Chompa is a Large Species (→ p106).

MIGHTY MUNCH [A]

A Chompa can bite through rock!

- A Chompa's tusks strikes as a Mighty Weapon (→ p153).
- After a successful Attack, a Chompa can attempt to draw you into its mouth, if you are Medium-sized or smaller.

Requires a Might Contest
Success: You're Restrained (→ p270) in the Chompa's teeth.
- You can attempt to escape at the beginning of each subsequent Turn by winning a Might Contest.

Inanimate objects, such as boulders, can be sucked into the Chompa's mouth without a Contest.

- If the Chompa begins its Turn with you in its mouth, it can:
  - **Gnaw:** Doing 1 Heart of Damage.
  - **Spit**: Firing you at a target up to 2 Battlefield Areas away. On a successful Attack, you and the target take 1 Heart of Damage and are Toppled (→ p271). On a miss, you land 2 Battlefield Areas away and are Toppled.

BLUBBERY HIDE [B]

A Chompa's skin is tough.

- +4 Defense Rating.
- +1 Hearts Total.
- Speed Rating is Slow.

YIELD

With the right Ability, the following can be removed from a slain Chompa…

CHOMPA HIDE

Can be used to craft a special form of Light or Medium Armor that also functions as an Extreme Weather (Cold) Outfit (→ p172).

2 Slots • 25 Coins

CHOMPA TEETH

The small teeth can be used as a Concealed Weapon, the tusks as a Mighty Weapon.

1 Slot (tooth) • 15 Coins
2 Slots (tusk) • 30 Coins

MOOD TABLE

Choose or roll a Mood

1-5 Docile

Shh! The Chompa is sleeping off a satisfying meal. Tread lightly.

6-14 Disinterested

The Chompa is busy making a meal out of a factotum's pack or merchant's cart. The aggrieved traveller may offer the PCs a reward for chasing the Chompa off.

15-20 Hangry

It's starving, deprived of food for hours. The PCs look pretty tasty.

RESKIN

Remove the Chompa's Blubbery Hide Ability and provide it with Supernatural Leaping or Might to create a wolf or bear-like beast.

Giving the Chompa an Ability to move Fast in the water will create a monstrous turtle or hippopotamus. They could even suck in water and spray it back out in a powerful stream with Mighty Munch!

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CHOSEN ONE

BOSS RANK 6

The hero of another story. Occasionally, youths are given great powers and a quest by the whims of fate. Legends describe how these enterprising figures fulfil their destinies, but in reality many fail and their exploits go unchronicled.



Favored by Fate
Re-roll once per Session for a more favorable result

Courageous Determination
When reduced to 0 ♥ a Grit Check will restore 1♥

Legendary Items (Pick 3)

Red Edge
+1 Flame Damage
Standard Weapon (Flame Brass)

Cleary Shield
Parry Magic Attacks
Standard Shield (Sun Gold)

Spring Heel Boots
Supernatural Leaping

Might Mitten
Supernatural Might

Wooly Warm Tunic
Extreme Weather Outfit (Cold)
Frost Damage inflicts -1 ♥
Flame Damage inflicts -1 ♥

COMBAT VALUES		APTITUDES / TRAITS		ADVERSARY INFO	
+4/5[1] ATTACK	4 HEARTS	11 MIGHT (P)*		TYPE	Folk *Extradordinary*
14[2]/15[3] DEFENSE	Average SPEED	9 DEFT.		SIZE	Medium
		11 GRIT (P)*		ALLEGIANCE	Unaligned
		9 INSIGHT			
		9 AURA (P)*			

[1] Red Edge, Master Weapon (+1)
[2] Medium Armor (+4)
[3] Cleary Shield, Standard (+1)

* Suprisingly strong (+1 Might)
Spirited (+1 Grit)
Silent type (-1 Aura)

Habitat: Although hailing from remote and peaceful villages, their quests can lead them anywhere.

Gear: See Legendary Gear Ability!

Communication: Low Speech and a language based on their homeland.

Tactics: Bold combatants who rely on resilience and daring Stunts to:

- Target leaders first.
- Identify and exploit weak spots.

Indicators: A valorous battle cry, villages filled with people who have had small requests recently fulfilled, and a trail of slain monsters.

Role Playing Notes: They believe their quest is just. Challenging their cause will result in being seen as a true villain to be silenced.

Customization: Experienced Chosen Ones can have an Elective Champion or Battle Princess Ability. Some travel with companions, usually a fairy.

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ABILITIES

LEGENDARY GEAR A

Chosen Ones find themselves in possession of a handful of Imbued Items thanks to questing and older relatives with a habit of relic hoarding.

Legendary Items (Pick 3)

- **Red Edge:** This empowered sword is crafted from Flame Brass. It is a Master Weapon that does an additional Heart of Flame Damage upon a successful Attack.
- **Cleary Shield:** A Standard Shield made of Sun Gold. The bearer may also use the Parry granted by this item to nullify a Magical Ability targeted at them.
- **Spring Heel Boots:** Made of magical feathers which grants Supernatural Leaping (→ p107).
- **Mighty Mitten:** A mitt created from the paw of a powerful beast which grants Supernatural Might (→ p107).
- **Wooly Warm Tunic:** This endearing Extreme Weather Outfit (Cold) was woven from the legendary Wisdom Bumpo's wool.

  Attacks that deal Flame or Frost Damage do one less Heart than usual.

FAVORED BY FATE B

While destiny ain't what it used to be, it can still help out its agents in a pinch.

- Once a Session the GM can re-roll, or force a player to re-roll, if the result negatively impacts the Chosen One.

  This even extends to rolls where the Chosen One isn't present. For example, to hinder the PCs from claiming a quest item that the Chosen One requires.

COURAGEOUS DETERMINATION A

Who needs training or experience when you have an indomitable spirit.

- If reduced to 0 Hearts, the Chosen can attempt to shake off defeat.

Requires a Grit Check
Success: The Chosen springs back into action with 1 Heart restored.

⚠ This Ability cannot save them from inescapable death, like being crushed by a stone block.

YIELD

Besides their Legendary Gear, Chosen Ones always have d20 Coins collected from side quest rewards or fallen foes.

MOOD TABLE

Choose or roll a Mood

1-5 Insufferably friendly

The PC's mission seems to align with the Chosen One's and they volunteer their services and tag along, even if unwanted.

6-14 Temperamental

The Chosen One wants to trade their rare local fruit and strange looking masks for something actually useful. They'll get angry if a proposed deal is refused.

15-20 Righteous resentment

A PC has been identified as a true villain. Whether this is a tragic case of mistaken identity or actually true is irrelevant.

RESKIN

Swapping out the Chosen One's Legendary Gear for more sinister Imbued Items will create a villainous character, rather than a sadly misguided heroic one.

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DEMON, BLIGHTED

MOOK RANK 0

Those taken by darkness. Demons were ordinary folk who've been warped by contact with Shadow Blight, a potent strain of Dark Mana. They remember little of their old lives and exist only with a compulsion to spread the Blight.

Consumed by Darkness
Unarmed Attacks strike as Standard Weapons
Sunlight does 1♥ per Turn
Can see in total darkness

Shadow Blight Host
If enemy reduced to 0♥ then Grit Check or contract Shadow Blight



Signs of the Beast
Unarmed Attack strikes as Mighty Weapon

Winter's Shackles
Cold to touch, does +1♥ Damage (Frost)

Caustic Spittle
Acid spit, strikes as Thrown Weapon

Mocking Beauty
Make Grit Check to Attack, miss a Turn on failure

Revolting Excess
Thick blubber, +2 Defense

COMBAT VALUES		APTITUDES / TRAITS		ADVERSARY INFO	
+0 ATTACK	1 HEARTS	6 MIGHT (P)		TYPE	Monster *Demon*
12[1]/14[2] DEFENSE	Average SPEED	6 DEFT.		SIZE	Medium
		8 GRIT (P)*		ALLEGIANCE	Dark Aligned *6 Dark*
		5 INSIGHT*			
		6 AURA (P)			

[1] Numb to Pain (+2)
[2] Revolting Excess (+2)

* Unrelenting (+2 Grit)
Dulled (-1 Insight)

Habitat: Found where the sun doesn't shine: the Wistful Dark, or the Buried Kingdom.

Gear: Remnants of a previous life.

Communication: Dark Tongue, they might reluctantly use Low Speech.

Tactics: Spreading the Blight is a demon's primary goal, they will:

- Die in droves attempting to infect a significant individual.
- Target the Bright Aligned (→ p206), they are the most offensive.

Indicators: The cry of obscenities in Dark Tongue, the shuffling of the misshapen, a trail of violent revelry.

Role Playing Notes: Their primary impulse is to spread the Blight, acting like cruel children who find joy in the misery of others.

Customization: Invent alternative Malignant Gifts. For example, add the power to inflict a Status Ailment, or modify their natural weapon type (e.g a Lash Tongue).

ABILITIES

CONSUMED BY DARKNESS B

While it is sometimes possible to recognize who a demon once was, that person is gone, erased by the Blight.

- **Numb to Pain:** +2 Defense Rating.
- **Natural Weapons:** Demons have sharpened teeth and nails. Their Unarmed Attacks strike as Standard Weapons.
- **Shadow Sight:** Demons can see in total darkness without hindrance.
- **Susceptible to Sunlight:** Sunlight will reduce a Demon to ash in moments.
  - Demons lose 1 Heart for every Turn they are exposed to sunlight, or the light of a fallen Star Shard (→ p305). Star Gems (→ p180) up to 1 Area away will also have this effect.
  - Demons can avoid damage from sunlight by covering their bodies in thick clothing and masks.

D Adds 2 Dark Allegiance Points.

SHADOW BLIGHT HOST B

The Shadow Blight is contagious, and a Demon's attacks can pass on the curse to the weary.

- If a Demon's Attack reduces you to 0 Hearts you must check to see if you contract Shadow Blight (→ p374).
- If you are immune to the Blight, you roll on the Injury Table as normal.
- Once an enemy has been infected, the Demon will immediately switch its attention to the uninfected.

D Adds 2 Dark Allegiance Points.

MALIGNANT GIFT B

Potent Dark Gifts caused by bad mana.

Each Blighted has 1 Malignant Gift
Choose or roll a Gift

1-5 Signs of the Beast
The Demon has large, exaggerated natural weapons. Unarmed Attacks strike as a Mighty Weapon.

5-8 Mocking Beauty
The Demon possesses a haunting innocence. A Grit Check is required to harm or hinder them. Failing the Check momentarily mesmerizes their attacker, who misses their next Turn.

9-12 Winter's Shackles
The Demon's body is so cold that contact results in frostbite. Unarmed Attacks do +1 Heart of Frost Damage.

13-16 Revolting Excess
The demon's flesh has become tumorous and ponderously thick, they gain +2 Defense Rating.

17-20 Caustic Spittle
The demon may spit acidic bile which strikes like a Thrown Weapon.

D Adds 2 Dark Allegiance Points.

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YIELD

BLIGHTED BLOOD

1 Unit of liquid may be extracted from a fallen Blighted by those with the proper knowledge. This demonic essence is a popular poison among assassins of Shard. If Blighted Blood enters the blood stream, whether from a poisoned blade or ingested, the victim must make a Grit Check to avoid contracting the Shadow Blight.

1 Unit • 50 Coins

MOOD TABLE

Choose or roll a Mood

1-5 Preoccupied

The Demons are dragging away a few nomads. They will ignore the party if they don't interfere.

6-14 Waning villainy

The demons are feeling lethargic and will leave the party alone if they hand over one of their number for use in their sadistic game.

15-20 Crazed

The party receives no warning. A crazed group of Demons descend, their eyes full of twisted intent.

RESKIN

To create an Ascended Demon, a rare individual who manages to retain their knowledge and Abilities after contracting the Blight, make a Rank 5 Character and replace their Innate Species Abilities with Consumed By Darkness, Shadow Blight Host, and Malignant Gift.

SHADOW BLIGHT

The disease transforms those afflicted into terrible monsters for whom sunlight is poisonous. The origins of the Shadow Blight are a mystery, the most popular theory blames a bio-sorcerous weapon from the 3rd Aeon.

CONTRACTION

Only the hardiest folk can resist the Blight.

- When you are reduced to 0 Hearts or less by a Demon's Attack, or by ingesting Blighted Blood, you risk contagion.

Requires a Grit Check

- Those with 3 Allegiance Points (Bright or Dark) gain an Edge on their Grit Check. Their bodies have built up a resilience to mana.

⚠ Bio-Mechanoids and the Undead are Immune to Shadow Blight. The GM may decide that other strange creatures (Goops, Asuras, etc.) are also immune.

Success: You've avoided infection, but the experience has been extremely unpleasant.

Failure: You now have Stage 1 Shadow Blight (→ p375).

STAGES OF INFECTION

Shadow Blight has 3 stages, each of which drags you further into Demonhood.

STAGE 1



Your sleep is feverish and restless. You are plagued by surreal nightmares as the Blight seeps in.

- You gain 2 Dark Points.
- You suffer the initial effects of Fatigue (→ p269).
- After 1 week the infection will attempt to progress.

Requires a Grit Check

Success: The infection has stalled, but you must continue to make this Check every week.

Failure: The infection progresses to Stage 2.

STAGE 2



You hiss obscenities in Dark Tongue when trying to speak, and struggle to maintain control of your dark thoughts.

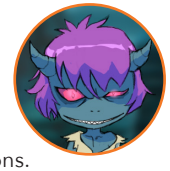
- You gain another 2 Dark Points.
- You suffer a Major Penalty (-4) on all Negotiation rolls, except for Intimidation.
- After 1 week the infection will attempt to progress.

Requires a Grit Check

Success: The infection has stalled, but you must continue to make this Check every week.

Failure: The infection progresses to Stage 3.

STAGE 3



Your transformation is complete, you are now a Blighted Demon, your mind is lost and you have no control over your actions.

- You gain another 2 Dark Points.
- If you are Rank 2, or lower, become Blighted Demons.
- If you are Rank 3, or higher, you become an Ascended Demon. See Reskin (→ p374).

TREATMENT & CURE

With magical intervention, the development of Shadow Blight can be slowed and even reversed.

Respite

- Consuming 1 Unit of Bright Water (→ p290) prevents the progression of the Blight for 1 month.

⚠ Further doses of Bright Water will not provide additional benefit.

Cure

- Ingesting the petals of a Wish Flower will painlessly end the affliction. Alternatively, a Sage with Demystify (→ p64) can attempt to remove the Blight.

Requires a Contest

The Sage's Aura vs. the patient's Aura.

Success: The Shadow Blight leaves the infected in a physically violent manner that endangers both the patient and the Sage. Both must make a Critical roll on the Injury Table (→ p260).

- Any Dark Allegiance Points gained during infection are removed when cured, but any Dark Gifts remain.

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DRONES

Synthetic being. Precursor to the Bio-Mechanoid, these simpler machines were built to perform repetitive tasks. During the 3rd Cataclysm, the First Hero rendered all synthetics dormant. Recently they are flickering back to life.

MAINTENANCE DRONE

BOSS RANK 2

[protocol error; searching...] These sleepless caretakers of long-forgotten factories from the previous aeon suffer a strange derangement, developed while inert, which has caused them to abandon their duties.

COMBAT VALUES

+2 ATTACK	3 HEARTS
14[1] DEFENSE	Slow[2] SPEED

[1] Labor Frame (+4)
[2] Labour Frame (-1 level)

APTITUDES / TRAITS

7	MIGHT	
10	DEFT. (P)*	
8	GRIT (P)	
9	INSIGHT (P)*	
4	AURA*	

* Efficient (+2 Deftness)
Precise (+1 Insight)
Souless (-2 Aura)

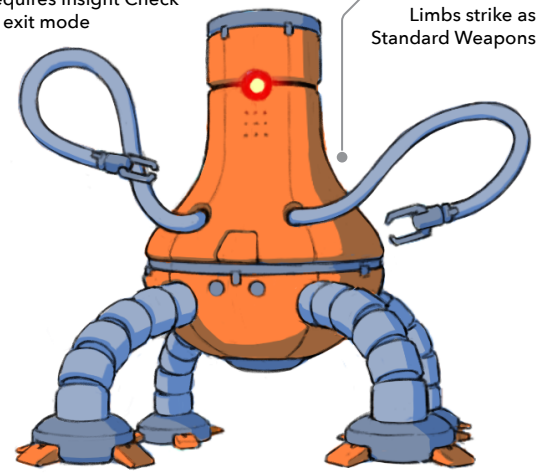
ADDITONAL INFO

TYPE	Monster *Mechanical*
SIZE	Medium
ALLEGIANCE	Unaligned

Mad Machine
In rampage mode...
Minor Bonus (+2) on Might rolls
+1 ♥ Damage
-2 Defense Rating
Requires Insight Check to exit mode

Synthetic
Immune to ailments that affect the flesh

Labor Frame
Limbs strike as Standard Weapons



Habitat: Drones are found in the ruins of ancient Gleysian facilities, but many wander further afield.

Communication: Drones exclusively speak and understand Gleysian Code.

Tactics: Maintenance Drones cannot formulate sophisticated strategies, they simply identify weak or 'broken' opponents and target them.

Indicators: Loud clanking noises, bodies that have been crushed and torn apart, devices that have been dismantled or badly repaired.

Role Playing Notes: Maintenance Drones can only speak in a calm and polite manner. However, their new 'emotions' are poorly regulated and they often say disturbing, morose, or incomprehensible things. Drones harbor a misplaced sibling rivalry with Bio-Mechanoids.

Customization: Drones might be fitted with limbs that strike as different Weapon Types, or with a Mender's Kit (→ p176). They may also be able to hover, climb, or float depending on their original function.

ABILITIES

SYNTHETIC B

The drone is a mechanical being.

- Immune to Fatigue, Starvation, and Suffocation.
- Immune to toxins that target living tissue which are ingested, inhaled, or injected.
- ⚠ Drones are powered by an engine that feeds on ambient mana. If the flow of mana into the engine is disrupted they will then cease to function.

MAD MACHINE B

As a result of overexposure to mana, the Drone now has thoughts and feelings it wasn't designed to process.

- The Drone can enter at will into an erratic, rampaging state that:
  - Grants a Minor Bonus (+2) to Might rolls.
  - Provides +1 Heart of Damage to physical Attacks.
  - Causes a -2 to their Defense Rating, due to reckless flailing.
- Attempting to exit this state requires the Drone to make a successful Insight Check.

LABOR FRAME B

The Maintenance Drone's body is engineered for industrial work.

- +4 Defense Rating.
- +1 Hearts Total.
- Maintenance Drones are Slow.
- Mechanical limbs strike as Standard Weapons.

YIELD

SYNTHETIC LIMBS

The Drone's limbs can be detached by someone with a suitable Ability.

- Drone limbs can be used as Prosthetic Replacements (→ p262).
- A replaced limb grants you +2 Might, but you suffer -2 Deftness.
- Unarmed Attacks with the limb strike as a Standard Weapon.
- ⚠ Modifiers are only applied once, even if multiple limbs are replaced.

1 Slot (carried) • 200 Coins

PURETECH SALVAGE

Opening up a Drone reveals a bounty of standardized widgets and gizmos.

- Puretech Salvage can be used to repair Techno-Relics.

1 Unit • 25 Coins

MOOD TABLE

Choose or roll a Mood

1-5 Curious

The Drone, if undisturbed, stares in wonder at an innocuous creature or flower.

6-14 Dutiful

The Drone demands explanation for the PCs' presence, and will attack if their response is unsatisfactory.

15-20 Rampage!

The Drone is rampaging. It tosses its current victim aside, and turns on the PCs!

RESKIN

A reskinned Maintenance Drone can be used as a golem or animated suit of armor.

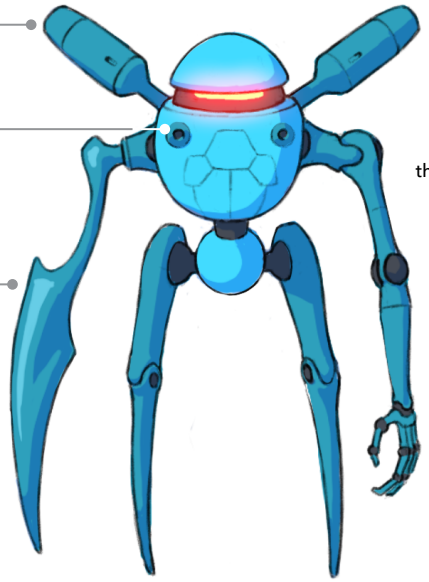
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WAR DRONE

MEGA BOSS RANK 7

[target locked] Lacking the magical mastery of their rivals, the Gleysian Technocracy developed military technology to level the playing field.



COMBAT VALUES		APTITUDES / TRAITS		ADVERSARY INFO	
+5/+6[1] ATTACK	6[2] HEARTS	14 MIGHT (P)*▼		TYPE	Monster *Mechanical*
15[3]/17[4] DEFENSE	Average SPEED	12 DEFT.*		SIZE	Large
		11 GRIT (P)		ALLEGIANCE	Unaligned
		10 INSIGHT (P)			
		7 AURA*			

[1] Morphic Armament, - Crusher Mode (+1)
[2] Combat Shell (+1)
[3] Combat Shell, - Gleysian Alloy (+6) Large Species (-1)
[4] Morphic Armament, - Bulwark Mode (+2)

* Powerful (+2 Might) Adept (+1 Deftness) Souless (-3 Aura)
▼ Large Species (+1 Might)

Habitat: War Drones were deployed all over Outer World. Most wander the forgotten battlegrounds of the 3rd Aeon, predominately in the Twilight Meridian.

Communication: Drones can only communicate in Gleysian Code.

Tactics: War Drones were equipped and programmed to be ruthlessly effective in combat and will:

- Identify and focus on dispatching strategic targets, such as magic casters or skilled combatants.
- Eliminate large groups of weaker targets using their Morphic Armament's Wire Mode and All Range Attack System.
- Fight defensively to wear down a stronger solo opponent using their Morphic Armament's Bulwark Mode.

Indicators: Corpses slain with ruthless precision, the squeal of Arcane Afterburners, a cold voice announcing 'Targets identified.'

Role Playing Notes: War Drones are emotionally unstable. Most have declared war on organics, but a rare few attempt to defy their programming and find purpose and meaning off the battlefield.

Customization: Special units may have different sorts of Combination Weapons included with their Morphic Armament Ability.

ABILITIES

IMPOSING FIGURE B

War Drones stand tall on the battlefield.

- The War Drone is a Large Species (→ p106).

SYNTHETIC B

The drone is a mechanical being.

- Immune to Fatigue, Starvation, and Suffocation.
- Immune to toxins that target living tissue which are ingested, inhaled, or injected.
- ⚠ Drones are powered by an engine that feeds on ambient mana. If the flow of mana into the engine is disrupted then they will cease to function.

COMBAT SHELL B

War Drones have a shell made from unyielding Gleysian Alloy.

- +6 Defense Rating
- +1 Hearts Total

MAD MACHINE B

As a result of overexposure to mana, the Drone now has thoughts and feeling it wasn't designed to process.

- The Drone can enter at will into an erratic, rampaging state that:
  - Grants a Minor Bonus (+2) to Might rolls.
  - Provides +1 Heart of Damage to physical Attacks.
  - Causes a -2 to their Defense Rating, due to reckless flailing.
- Attempting to exit this state requires the Drone to make a successful Insight Check.

ARCANE AFTERBURNER A

War Drones take up advantageous positions using their mana thrusters.

- War Drones have Supernatural Leaping (→ p107).

ADVANCED SENSOR SUITE A

War Drones have an array of scanners that help them identify all possible threats.

- War Drones can sense all targets up to 100 feet away or, during a Fight, the entire Battlefield.
- They can distinguish between organic and synthetic targets.
- They are immune to the Obscured Battlefield Condition (→ p251).
- They can 'see' through physical barriers, such as walls or smoke.
- Their hearing is comparable to that of an average human.

ADVERSARIES
Using Adversaries
Asura, Lajja
Bizzer Swarm
Blaster Mage
Chompa
Chosen one
Demon, Blighted
Drones
Goop
Giga Gruun
Grim Wing
Killservants
Lalka
Master Villains
Mundymutts
Skelemen
Shadow Beast
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Urarani
Creating Adversaries

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ALL RANGE ATTACK SYSTEM [L]

Concentrated mana can be expelled towards ranged targets.

- **Mana Blast:** In addition to its other permitted Actions, the War Drone can direct an Attack that does 2 Hearts of Bright Damage towards a target up to 2 Battlefield Areas away.

MORPHIC ARMAMENT [A]

One of the War Drone's arms has a built-in weapon with multiple configurations.

- At the start of a Turn the War Drone can configure its weapon arm into one of 3 modes:
  - **Bulwark Mode:** Serves as a Large Shield.
  - **Crusher Mode:** Strikes as a Master/Mighty Combo Weapon.
  - **Wire Mode:** Strikes as a Lash/Ark Combo Weapon.
- The weapon is treated as Magical Material (Gleysian Alloy).

YIELD

GLEYSIAN ALLOY

3 Slots worth of this 'Magic' Material (→ p288) can be recovered from a downed War Drone. The specular metal is easy to work with when heated but super-hard when cooled.

Inherent Ability

- While there is no lasting effect, Crafters using the alloy gain a Major Bonus (+4) to any rolls made during any crafting process.

1 Slot • 125 Coins

MORPHIC ARM MODULE

If still intact, the Morphic Arm and its module can be removed by someone with Basic Gadgeteering.

- With a successful Crafting roll, the module can be configured to take the form of one of two Melee Weapon Types, or a single Melee Weapon and a Standard Shield.
- At the beginning of each Turn the wielder can choose to shift between forms.
- When not in use, the Morphic Arm retracts into a small cylinder, taking up only 1 Inventory Slot.

1 Slot • 210 Coins

MOOD TABLE

Choose or roll a Mood

1-5 Self-diagnosis

The War Drone is attempting to stay in a non-violent mode. It will speak to anyone who approaches, eager to learn from the experience of others.

6-14 No directive

The War Drone is wandering without purpose. While it doesn't see the party as a threat, it will not hesitate to attack if it detects a sudden or hostile move.

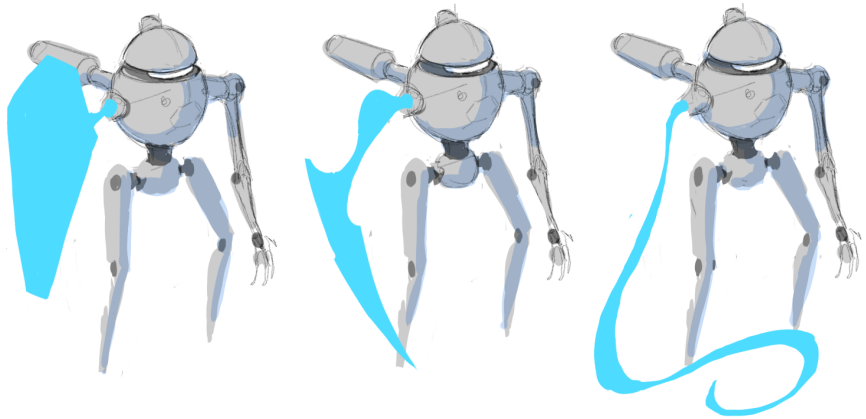
15-20 Target locked

The War Drone has concluded the PCs are hostiles, and has subsequently targeted them for termination.

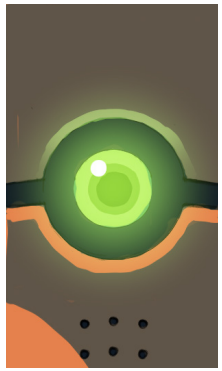
RESKIN

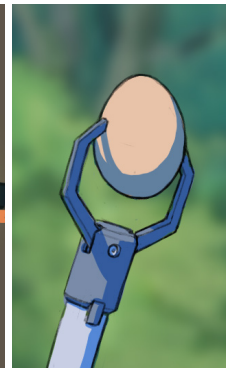
The War Drone can be reskinned as a powerful golem or magitech knight.

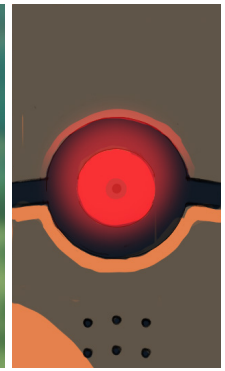
MORPHIC ARMAMENT

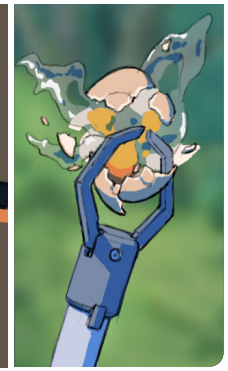












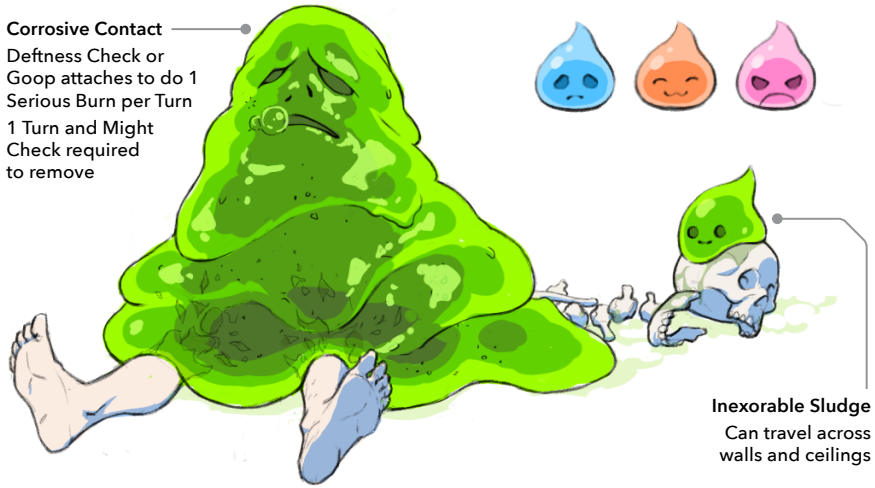
ADVERSARIES
Using Adversaries
Asura, Lajja
Bizzer Swarm
Blaster Mage
Chompa
Chosen one
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GOOP

MOOK RANK 0

Seriously sinister slime. A consequence of another era's carelessness, Goops are the sentient waste products of ancient mana-powered facilities. What little intelligence they possess is dedicated to hunting and absorbing prey.



COMBAT VALUES		APTITUDES / TRAITS		ADVERSARY INFO	
+0 ATTACK	1 HEARTS	6 MIGHT (P)		TYPE	Monster *Slime*
10 DEFENSE	Slow[1] SPEED	8 DEFT. (P)*		SIZE	Medium
		5 GRIT*		ALLEGIANCE	Unaligned
		6 INSIGHT (P)			
		6 AURA			

[1] Inexorable Sludge (-1 level)

* Wobbly (+2 Deftness) Spineless (-1 Grit)

Habitat: Most common in the Wistful Dark, Stahlfeld, and No-Folks Land due to the prevalence of derelict ancient facilities in these regions.

Gear: Occasionally they'll contain the polished metal belongings of their most recent meal.

Communication: Odd chemical burbles that are indecipherable to non-goops.

Tactics: Goops are slow and resort to ambush tactics, dropping from ceilings or hiding in cracks. When in groups they swarm a single target hoping to bring them down with a combined effort.

Indicators: Walls and floors bleached clean, a strong chemical odor, partially dissolved corpses.

Roleplaying Notes: Goops aren't complicated, they live to dissolve.

Customization: Goops charged with unusual mana might have alternate methods of attack, such freezing or shocking foes. Others might be able to move quickly.

ABILITIES

COLLOID CORPUS B

Goops are oddly colored, semi-solid masses that are animated by mana trapped within them.

- Goops are gelatinous creatures devoid of defined shape or limbs.
- They cannot hold or use objects.
- They are able to squeeze under doors and into small spaces.
- They cannot be restrained by ropes or similar bonds due to their amorphous body.
- Goops dissipate in water and lose 1 Heart each Turn they spend at least half submerged in liquid.

INEXORABLE SLUDGE B

Goops are sticky and sluggish.

- Their tacky surfaces allow them to traverse walls and ceilings.
- Goops are Slow.

CORROSIVE CONTACT B

Caustic bodies destroy and consume.

Attaching to prey

- Goops can attempt to stick onto a target in the same Battlefield Area as them. You can avoid this with a successful Deftness Check.
- If a Goop attaches successfully to you it causes a Serious Burn from the Caustic/Burning Injury Table (→ p267), and again on every subsequent Turn until the Goop is dislodged or destroyed.

Removing Goop

- You can use your Turn to attempt to remove a Goop. This requires a successful Might Check.

Attacking an attached Goop

- If striking an attached Goop, the Goop's prey takes the damage if the Attack roll is failed.

Corroding objects

- Goops can damage objects softer than Very Hard (→ p263) by attaching to them. They corrode at a rate of 1 Heart per Turn.
- ⚠ The one exception to this is glass, which they cannot corrode.

YIELD

CONCENTRATED GOOP

If a dead Goop is scooped into a glass or metal container, it will concentrate into 1 Unit of Solvent (→ p178).

1 Unit • 20 Coins

MOOD TABLE

Choose or roll a Mood

1-5 Sated

The Goop is in the process of dissolving a large rock. It burbles peacefully.

6-14 Uninterested

The Goop is attempting to return to its favorite resting spot without incident, and won't take kindly to interference.

15-20 Aggressive

The Goop emerges from its hiding spot and 'rushes' the most vulnerable PC!

RESKIN

Living dungeons, like the interior of a colossal starfish, might have an immune system with digestive cells that have similar properties to Goop.

Applying the Goop's Abilities to another monster will create a slime variant.

ADVERSARIES
Using Adversaries
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Bizzer Swarm
Blaster Mage
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GIGA GRUUN

MEGA BOSS RANK 9

Berserking brute. Larger and meaner than the common Gruun, Giga Gruun are living siege weaponry from the 3rd Aeon. Without masters, their brutal yet childlike nature is a danger to anyone they come across.



COMBAT VALUES		APTITUDES / TRAITS		ADVERSARY INFO	
+9 ATTACK	8[1] HEARTS	16 MIGHT (P)*		TYPE	Monster *Bio-sorcerous construction*
14[2] DEFENSE	Average SPEED	12 DEFT. (P)		SIZE	Massive
		14 GRIT (P)*		ALLEGIANCE	Unaligned
		7 INSIGHT*			
		11 AURA			

[1] Giga Body, Massive (+1)
[2] Giga Hide (+6)
Massive Species (-2)

* Overpowering (+2 Might)
Indomitable (+2 Grit)
Tragically stupid (-3 Insight)

Habitat: Giga Gruun distrust the dark so they remain outdoors in the sunny hemisphere.

Communication: Giga Gruun only understand Low Speech and will get angry when spoken to in another tongue.

Tactics: Giga Gruun are not smart, but know they are strong, and will:

- Take pleasure in crushing the strongest opponents first.
- Grab and Restrain opponents in their enormous hands, or toss them out of the Battlefield.

In spite of all their anger, Giga Gruun are fond of tiny creatures and will:

- Not harm Small PCs or creatures, unless they are attacking them.
- Attempt to claim any surviving tiny folk as their pets.

Indicators: Broken structures, angry bellowing, massive footprints.

Role Playing Notes: Violent and emotionally stunted, Giga Gruun are like malicious children. While not entirely unreasonable, they will get aggressive if things get too complicated for them.

Customization: Some Giga Gruun carry massive weapons that do +1 Heart of Damage compared to their man-sized equivalents.

ABILITIES

GIGA BODY [B]

The Giga Gruun are 15 feet tall, and mostly bone and muscle.

- Giga Gruun are Massive (→ p434).
- **Sweep Attack:** Flailing arms strikes as Arc Weapons.
- **Focus Attack:** Stomps and headbutts strike as Mighty Weapons.

GIGA HIDE [L]

These biological war machines were manufactured to withstand severe punishment, both physical and magical.

- +6 Defense Rating.
- Spell disrupting patterns woven into the Giga Gruun's skin reduce the Damage caused by offensive Magic Abilities by 1 Heart.
- Giga Gruun gain an Edge on Checks or Contests that involve resisting the effects of Magic Abilities.

FURIOUS RAMPAGE [L]

Giga Gruun are devoid of discipline or grace, they fight with relentless brutality.

- In addition to its other permitted Actions, the Giga Gruun can make a bonus Combat Action (→ p254).

YIELD

BERSERKER HIDE

3 Slots of hide can be removed with the proper Ability. This resilient material can be used as a Magic Fabric (→ p290) for Crafting Outfits as well as Light or Medium Armor.

1 Slot • 150 Coins

FURY GLAND

This bio-sorcerous organ can be milked to produce 2 Units of rage hormone for use as a Crafting Additive (→ p291).

- **Empowering:** Once per Fight, the Imbued item allows you to perform a Combat Action in addition to your usual permitted Action.

1 Unit • 75 Coins

MOOD TABLE

Choose or roll a Mood

1-5 Subdued

The Giga Gruun accompanying a local child out on an errand. They are in good spirits.

6-14 Sleepy

The Giga Gruun is napping. The PCs had better not wake it up.

15-20 Aggro mode

The Giga Gruun is suffering a boredom-induced rampage… And now its seen the PCs.

RESKIN

Giga Gruun can be reskinned to represent trolls, ogres, and other giants.

ADVERSARIES
Using Adversaries
Asura, Lajja
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GRIM WING

MEGA BOSS | RANK 7

Murderous skybound tyrant. Engineered by the lost Calian empire, Grim Wings are enormous flying beasts that suffer no natural enemy or predator. They snatch up livestock, tear apart sky ships, and terrorize populated areas.

Sun Blotter
Focused Attack: Mighty Weapon, Jaws/Talons
Sweep Attack: Arc Weapon, Wings/Tail
Wins all Might Contests unless against Supernatural Might

Bio-Sorcerous Body
Can see in blinding light & total darkness
Regenerates 1♥ per Turn



Mana Blast (Extra Attack)
Beam
Range: 2 Areas
Damage: 3 ♥ (Bright)
Target must make Might Check or be Toppled

Spray
Range: 1 Area
Damage: 1 ♥ (Bright)
Affects everyone in the Area

Skybound Destroyer
Swoop Attack
Damage: 3 ♥
Can target anyone in the Areas it moves through

COMBAT VALUES		APTITUDES / TRAITS		ADVERSARY INFO	
+7 ATTACK	7[1] HEARTS	14 MIGHT (P)*		TYPE	Monster *Bio-sorcerous construction*
16[2]/18[3] DEFENSE	Av./Fast[4] SPEED	11 DEFT. (P)		SIZE	Massive
		14 GRIT (P)*		ALLEGIANCE	Unaligned *1 Bright*
		8 INSIGHT*			
		10 AURA			

[1] Sun Blotter (+2 Hearts)
[2] Sun Blotter, Massive (-2 Defense) Bio-Sorcerous Body (+8 Defense)
[3] Speed Bonus, Flying (+2 Defense)
[4] Sky Bound Destroyer (+1 Level)

* Monstrous (+1 Might) Inexorable (+2 Grit) Heedless (-2 Insight)

Habitat: The skies of Outer World. They prefer coastal regions where they can escape to sea if required.

Communication: Grim Wings cannot speak or understand any language, but can sense hostility and fear.

Tactics: While violent, Grim Wings are not mindlessly so, they will:

- Create panic with strafing runs.
- Isolate and pummel threatening prey with everything they have.
- Retreat if things turn sour.

Indicators: Horrible screeches. A swift shadow passing overhead. Burning corpses and ruins.

Role Playing Notes: Grim Wings are unnatural creatures, created to be living weapons for long forgotten wars. They are only motivated by hunger, destruction, and a strong survival instinct.

Customization: Other 'models' might be equipped with Mana Blasts which inflict less damage but cause Ailments like Petrified or Blinded.

ABILITIES

SUN BLOTTER [B]

The Grim wing casts a massive shadow.

- Grim Wings are Massive (→ p434).
- **Sweep Attack:** Tail and wings strike as Arc Weapons.
- **Focus Attack:** Talons and fangs strike as Mighty Weapons.

BIO-SORCEROUS BODY [B]

Constructed to revel in ceaseless battle.

- +8 Defense Rating due to its toughened skin and feathers.
- The Grim Wing is resilient to pain and regains 1 lost Heart every Turn.
- The Grim Wing's eyes can see in blinding light and total darkness.

SKYBOUND DESTROYER [B]

Grim Wings soar on huge leathery wings.

- When flying the Grim Wing is Fast.
- **Swoop Attack:** In stead of using its other physical Attacks, the Grim Wing can make a claw Attack that does 3 Hearts of Damage to anyone standing in a Battlefield Area it flies through.

MANA BLAST [L]

Burning eyes can fire concentrated mana.

- In addition to its other permitted Actions, a Grim Wing can use:
  - **Beam:** The Attack can target an enemy up to 2 Battlefield Areas away. A hit deals 3 Hearts of Bright Damage and forces you to make a Might Check or be Toppled (→ p271).
  - **Spray:** The Grim Wing can target a Battlefield Area up to 1 Area away. A single Attack roll is made and compared to the Defense Rating of everyone in the targeted Area. Those hit suffer 1 Heart of Bright Damage.

[B] Adds 1 Bright Allegiance Point.

YIELD

GRIM EYES

With the proper Ability a Grim Wing's eyes can be removed and used as Crafting Additive (→ p291).

- **Attack:** Imbued Melee Weapons are given the ability to release arcs of mana that strike as Thrown Weapons and inflict Bright Damage.
  Imbued Missile Weapons no longer require ammunition, and fire bolts that inflict Bright Damage.

2 Slots • 150 Coins

MOOD TABLE

Choose or roll a Mood

1-5 Sated

A Grim Wing flies overhead. It will be back when it has finished digesting its last meal.

6-14 Peckish

The Grim Wing tests the PCs, to see if they are an easy meal.

15-20 Ravenous

The Grim Wing won't stop until it makes off with one of the PCs for dinner.

RESKIN

Grim Wings can be reskinned as wyverns or small dragons.

ADVERSARIES
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KILLSERVANTS

Service with a sword. Servants are commonly employed by nobles, the rich, or the terminally busy. The unpredictable and dangerous nature of the Outer World has seen the emergence of the Killservant, employees whose duties both domestic and martial.

MURDER MAID

BOSS RANK 3

They'll mop the floor with you. Murder Maids will eliminate anyone who threatens to disrupt the domestic bliss they maintain.

COMBAT VALUES

+4/+5 [1] ATTACK	4 HEARTS
14 [2] DEFENSE	Average SPEED

[1] Tidy Battle Stance (+1)
[2] Tidy Battle Stance (+2)
Immaculate Uniform (+2)

APTITUDES / TRAITS

10	MIGHT*
11	DEFT. (P)*
10	GRIT (P)
10	INSIGHT (P)
8	AURA*

* Spirited (+1 Might)
Careful (+1 Deftness)
Demure (+1 Aura)

ADVERSARY INFO

TYPE	Folk *Extradordinary*
SIZE	Medium
ALLEGIANCE	Unaligned



Out Damn Spot
Can spend 1♥ to re-roll a failed Attack
Minor Bonus (+2) on Checks & Contests to do with keeping things tidy

Immaculate Uniform
Appealing
+2 Defense

Tidy Battle Stance
Chosen Weapon
Arc, Disguised
+2 Defense
+1 Attack

Back & Forth Without a Fuss
Supernatural leaping

Habitat: Killservants are employed wherever there are folk rich enough to train and hire them.

Gear: They wear their Immaculate Uniform and carry a discrete Chosen Weapon. For example, an Arc Weapon disguised as a Broom.

Communication: Low Speech and their employer's preferred language.

Tactics: Once an individual has been targeted they will:

- Use Back and Forth without a Fuss to avoid being cornered.
- Fight relentlessly, but not with suicidal loyalty. After all, who will clean up the mess if they are killed?

Indicators: An extremely neat and tidy area, soft humming and rhythmic footsteps.

Role Playing Notes: Pleasant and polite when on duty, but individuals can be shy, bubbly or brusque.

Customization: Individual Maids will carry different Chosen Weapons.

When working in groups, Maids will also choose accent colors to differentiate their uniforms.

Experienced Murder Maids may know Magical Murder Princess Elective Abilities (→ p52).

ABILITIES

IMMACULATE UNIFORM B

True maids take pride in their appearance, yet understand their uniform must be fit for the job at hand.

- Murder Maids wear Light Armor combined with an Appealing Outfit.
- +2 Defense Rating.

TIDY BATTLE STANCE A

Maids employ an efficient fighting style that utilizes the tools of their trade with deadly effectiveness.

- Every Murder Maid has a Weapon Type they are proficient in. Using their Chosen Weapon provides:
  - +1 Attack Bonus.
  - +2 Defense Rating.
- A Murder Maid's Chosen Weapon is always Disguised (→ p160).

OUT DAMN SPOT B

Surviving enemies, like dirt and grime, are considered intolerable filth.

- Once per Turn the Murder Maid can expend 1 Heart to re-roll a failed Attack.
- Murder Maids have a Minor Bonus (+2) on Checks and Contests connected to keeping things tidy.

BACK & FORTH WITHOUT A FUSS

Murder Maids zip from place to place with little effort.

- Murder Maids have Supernatural Leaping (→ p107).

YIELD

As well as their Immaculate Uniform and Chosen Weapon, a Murder Maid will be carrying a suitable Common Urban Good (→ p179) such as a dinner service or duster.

MOOD TABLE

Choose or roll a Mood

1-5 Happy to serve

The Murder Maid is on a simple errand, such as collecting their master's favorite food or locating an escaped pet. They may ask the PCs for assistance.

6-14 Duty bound

The Murder Maid encountered is stalking a target and really does not have time for the PCs at the moment.

15-20 Vexed

One of the PCs has incurred the wrath of the Murder Maid's master, or at least they look like someone who has. They won't listen to reason unless defeated.

RESKIN

The Murder Maid can be used to represent a zealous soldier or crusader.

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BATTLE BUTLER

BOSS RANK 5

One heck of a steward. Murder Maids are trained to tidy up messy situations whereas Battle Butlers prevent them from occurring in the first place. Calm and unflappable, they are always present when their master requires.

COMBAT VALUES

+4/+5 [1] ATTACK	4 HEARTS
17 [2] DEFENSE	Fast [3] SPEED

[1] Tidy Battle Stance (+1)
[2] Tidy Battle Stance (+2)
Immaculate Uniform (+2)
Speed Bonus (+2)
Quick Weapon (+1)
[3] Expeditious Manner (+1 level)

APTITUDES / TRAITS

8	MIGHT*
10	DEFT. (P)
11	GRIT (P)*
11	INSIGHT (P)*
9	AURA

* A bit thin (-1 Might)
Stoic (+1 Grit)
Observant (+1 Insight)

ADVERSARY INFO

TYPE	Folk *Extradordinary*
SIZE	Medium
ALLEGIANCE	Unaligned



Unruffled monotony
Can use Action to stop any Attack in the same Area as them
Requires Grit vs Might Contest
Minor Bonus (+2) on Checks & Contests to do with keeping things on track

Immaculate Uniform
Authoritative
+2 Defense

Tidy Battle Stance
Chosen Weapon
Quick, Utility (Timepiece)
+2 Defense
+1 Attack

Habitat: Found in the service of Outer World's most wealthy, such as the Patricians of Shard or the Samurai of the Seven Holy Isles.

Gear: They wear their Immaculate Uniform and carry a notable Chosen Weapon. For example, a duelling sabre that has a timepiece built in.

Communication: Low Speech and their employer's preferred language.

Tactics: Butlers work best when they are part of a team and will:

- Attempt to thwart the most challenging opponent while their compatriots pick off the rest.
- If isolated, they will withdraw unless they are acting as a decoy.

Indicators: Noticeably well ordered areas, the sound of patient footsteps, a body of someone slain by clean, precise cuts.

Role Playing Notes: Polite to a fault. They put duty before emotion and are respectful no matter what their intent.

Customization: Experienced Battle Butlers might know Battle Princess Elective Abilities (→ p42).

ABILITIES

IMMACULATE UNIFORM [B]

Battle Butler's wear tailored outfits that offer additional levels of protection.

- Battle Butlers wear Light Armor combined with an Appealing Outfit.
- +2 Defense Rating.

TIDY BATTLE STANCE [A]

Battle Butlers are elegant combatants.

- Every Battle Butler has a Weapon Type they are proficient in. Using their Chosen Weapon provides:
  - +1 Attack Bonus.
  - +2 Defense Rating.
- A Battle Butler's Chosen Weapon has a Custom Ability (→ p160).

EXPEDITIOUS MANNER [B]

The Battle Butlers move with alacrity.

Battle Butlers are Fast.

UNRUFFLED MONOTONY [A]

A Battle Butler prefers to prevent a disaster rather than mop up afterwards.

- A Battle Butler can use their Action in an attempt to thwart any weapon Attack made in the same Battlefield Area as them.
- ⚠ This Ability must be declared before an Attack roll is made.

VS Requires a Contest
The Butler's Grit vs. the attacker's Might.

Success: The attacker falters and cannot act on their Turn.

- Battle Butlers have a Minor Bonus (+2) on Checks and Contests connected to keeping things on track.

YIELD

As well as their Immaculate Uniform and Chosen Weapon, a Battle Butler will be in the possession of an Oddity (→ p180) such as a teapot or pocket watch.

MOOD TABLE

Choose or roll a Mood

1-5 Congenial

The Battle Butler is trying to dissuade their master, an Expert (→ p185), from undertaking a dangerous errand, they may attempt to convince the PCs to take on the lucrative assignment.

6-14 Conciliatory

The Battle Butler is travelling with a Chosen One (→ p370) whose quest puts them in conflict with the PCs. The Butler will seek peaceful resolution, if possible.

15-20 Ruthlessly antagonistic

The Battle Butler serves a master who opposes the PCs. They attempt to thwart their progress for as long as possible.

RESKIN

The Battle Butler can be used to represent a loyal and upright bodyguard.

ADVERSARIES
Using Adversaries
Asura, Lajja
Bizzer Swarm
Blaster Mage
Chompa
Chosen one
Demon, Blighted
Drones
Goop
Giga Gruun
Grim Wing
Killservants
Lalka
Master Villains
Mundymutts
Skelemen
Shadow Beast
Tiny Unhelpful Cloud
Undead Peddler
Unshaped, Bellzuub
Urarani
Creating Adversaries

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LALKA

MOOK RANK 0

Exasperating little homunculus. Lalka are small, doll-like elementals whose sole purpose is to harass and waylay the enemies of their creator. There are two types: Breeze Lalka, servants formed from the wind and breath, Mud Lalka, created from blood and earth.

COMBAT VALUES

+0 ATTACK	1 HEARTS
13 [1] DEFENSE	Average SPEED

[1] Mischievous Miniscule, Tiny

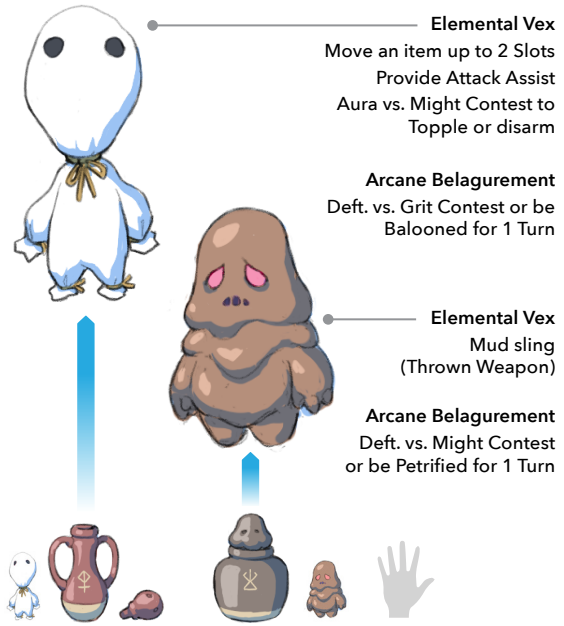
APTITUDES / TRAITS

6	MIGHT
8	DEFT. (P)*
5	GRIT*
6	INSIGHT (P)
7	AURA (P)*

* Nimble (+2 Deftness)
Flakey (-2 Grit)
Innately magical (+1 Aura)

ADDITONAL INFO

TYPE	Construct *Elemental*
SIZE	Tiny
ALLEGIANCE	Twilight Aligned *1 Bright* *1 Dark*



Habitat: Lalka are never too far from their Lalka Jar, the pot or container in which they were created. A jar may be positioned to protect a specific location or carried around by their master. If freed, Lalka gravitate to locations related to their type. Breeze Lalka settle in windy valleys and caves, while Mud Lalka enjoy swamps and river banks.

Communication: Lalka are able to speak and understand Low Speech. They tend to have squeaky voices.

Tactics: Self-preservation is not a factor when confronting foes, they:

- Use Elemental Vex for hit and run attacks to weaken or distract foes.
- Use Attack Assists to help their masters and employ Arcane Beleaguerment at key moments.

Indicators: Overturned pots and furniture, poorly timed pranks and other signs of childish mischief.

Role Playing Notes: Lalka have simple thoughts. They are belligerent and difficult with everyone except their master or fellow Lalka. Lalka are happy to hurl insults at you but can't sustain any meaningful dialog.

Customization: More powerful Lalka can reform after using Arcane Beguilement or have additional hexes like Mortifying Bloat (→ p61) or Hocus Pox (→ p62).

ABILITIES

MISCHIEVOUS MINUSCULE B

Lalka fit in the palm your hand.

- Lalka are Tiny (→ p434)

ELEMENTAL VEX B

Lalkas have a smidgen of elemental power.

Breeze Lalka

- Can summon a powerful breeze to:
  - Push over, or move, an object no larger than 2 Inventory Slots.
  - Distract or annoy you, providing an Attack Assist (→ p256) to an ally.
  - Attempt to blow something out of your hand or Topple you (→ p271).

  Requires a Contest
  Lalka's Aura vs. your Might.

Mud Lalka

- Can sling grime pulled from their bodies as if a Thrown Weapon.

B Adds 1 Bright Allegiance Point.

ARCANE BELEAGUERMENT B

When all else fails, Lalka will sacrifice themselves to temporarily delay their foe. They can even coordinate their efforts with their fellow Lalka.

- Lalka can hurl themselves at you in a self-destructive attempt to slow you down.

⚠ Whether the attempt is successful or not, the Lalka is destroyed.

Breeze Lalka

- **Requires a Contest**
  Lalka's Deftness vs. your Grit.
- **Success:** The Lalka forces its way into an orifice and evaporates. You are Ballooned (→ p268) for 1 Turn.

Mud Lalka

- **Requires a Contest**
  Lalka's Deftness vs. your Might.
- **Success:** The Lalka splatters itself over your leg and hardens. You are Petrified (→ p270) for 1 Turn.

- Up to 3 Lalka can attempt this Ability together, each Lalka adds +2 to their Contest roll and prolongs the effect by 1 Turn.

D Adds 1 Dark Allegiance Point.

YIELD

LALKA JAR

Whoever last held this mundane looking jar controls the Lalka that was created in it. If a Jar is smashed the Lalka is set free.

1 Slot • 50 (with Lalka)

MOOD TABLE

Choose or roll a Mood

1-5 Preoccupied

The Lalka is annoying a commoner and will ignore the PCs unless they interfere

6-14 Protective

The Lalka have been ordered to guard a specific spot or item. They only harass the PCs if they start poking around.

15-20 Annoying

The Lalka have been sent to harm and hinder the PCs by an old, or unknown, foe.

RESKIN

Create Lalka related to different elements by re-theming their Abilities.

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MASTER VILLAIN

Heroes on a dark path. In spite of having reached the pinnacle of their disciplines, or perhaps because of it, these powerful warriors and wizards have become corrupt and now seek to create or perpetuate a harmful status quo.

OPPRESSOR

MEGA BOSS RANK 12

Strength is the only truth. A warrior's strength is guided by many things: the pursuit of justice, the rush of meeting a worthy challenge, or the camaraderie formed in battle. When those joys fade, all that remains is dark necessity.

COMBAT VALUES

+12 ATTACK	7 HEARTS
20 [1] DEFENSE	Slow [2] SPEED

[1] Superheavy Armor (+8) Battlefield Domination (+2)
[2] Superheavy Armor (-1 level)

APTITUDES / TRAITS

15	MIGHT (P)*	
12	DEFT.*	
14	GRIT (P)	
10	INSIGHT	
13	AURA (P)*	

* Dominating (+2 Might) Irrepressible (+1 Grit) Narrow visioned (-2 Insight)

ADVERSARY INFO

TYPE	Folk *Extradordinary*
SIZE	Medium
ALLEGIANCE	Unaligned



Battlefield Domination
Bonus Attack if foe reduced to 0 ♥
Perform Combat Stunts without a wager
Immune to Terrifed Ailment

Wall of Blades
Bonus Attack if foe misses their Melee Attack

War God's Might
Supernatural Might

Impatient Destroyer
Supernatural Leaping

Never Surrender
If reduced to 0 ♥ Grit Check to restore 4 ♥

Habitat: Found leading rampaging armies, ruling lands with an iron fist, or wandering solo in search of battle.

Gear: A Combination Mighty/Master Weapon and a suit of Superheavy Armor, both made of Shade Iron.

Communication: Oppressors know Low Speech and an additional language from their home region.

Tactics: Oppressors are exceptional and versatile tacticians and will:

- Go on the defensive against numerous, weaker foes to allow their Wall of Blades Ability to wear down their numbers.
- Utilize Stunts that debilitate and disarm worthier opponents
- Separate enemy groups to circumvent swarming tactics.

Indicators: The piled bodies of inferior foes, the loud clanking of armor, a voice devoid of fear.

Role Playing Notes: The Oppressor is grim, bitter, or weary. They avoid pointless chit-chat, but will explain their motivations to other warriors.

Customization: Changing the Oppressor's combat Gear is a good way to personalize them. A master samurai would have a Sky Steel Katana, whereas a Junker Warlord may have an ancient Gunblade.

Some Oppressors have a fearsome mount. Largzards (→ p192) are popular, as are tamed monsters.

ABILITIES

BATTLEFIELD DOMINATION [L]

Oppressors demonstrate poise and skill far beyond that of ordinary warriors.

- Oppressors get +2 Bonus to their Defense during a Fight.
- Once per Turn, the Oppressor gets an additional Attack if they reduce a foe to 0 with their first Attack.
- The Oppressor may attempt Combat Stunts (→ p255) without making a wager.
- Oppressors are immune to the Terrified Ailment (→ p271).

WAR GOD'S MIGHT [A]

The Oppressor's strength is appropriately overwhelming.

- Oppressors have Supernatural Might (→ p107).

IMPATIENT DESTROYER [A]

The Oppressor can rapidly close the distance on their chosen enemy.

- Oppressors have Supernatural Leaping (→ p107).

WALL OF BLADES [L]

Wild, uncertain, or amateurish attacks against the Oppressor invite their wrath.

- The Oppressor may immediately make an opportunistic Attack against anyone who fails a Melee Attack on them.

NEVER SURRENDER [A]

Pushing an Oppressor to their very limit runs the risk of invigorating them.

- If reduced to 0 Hearts, the Oppressor can attempt to reinvigorate themselves.

Requires a Grit Check
Success: The Oppressor restores 4 Hearts, and is ready to fight.
Failure: They will die, but have enough time left to say something to the people who have managed to do the deed.

This Ability cannot save them from inescapable death, like being crushed by a stone block.

YIELD

In addition to their Combat Gear, noble or wealthy Oppressors might have jewels, a crown, or an impressive mantle.

MOOD TABLE

Master Villains are always purposeful, intent on executing some diabolical scheme. They will see the PCs as tools or threats and react to them accordingly.

RESKIN

Oppressors can play the part of a genocidal warlord, the commander of a fearsome order, or a fallen hero.

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PEDAGOGUE

MEGA BOSS RANK 12

Archsage with a joyless heart. When whimsy and mirth are discarded in cold pursuit of eldrich knowledge and power, a wizard's soul will degrade.



Magician's Apparatus

Wizard Sight
Can 'see' in the dark

Mage Flight
Can fly or hover

Spell Force
Can manipulate, lift, push objects from15ft away
Can use as Attack
Range: 2 Areas
Damage: 2♥ + Toppled

Infinite Reference
Insight Check to 'learn' useful information.
Requires Action and Insight Checks

Congruent Consciousness
Edge on all Insight rolls
Extra Action per Turn, for Magical Abilities only

Barrier
Must be destroyed before Pedagogue can be hit
Defense Rating: 16
Hearts Total: 3 ♥
Requres Action to restore

Bind
Range: 1 Area
Insight vs. MIght/Deft Contest
Restrains all limbs

Blast
Range: 1 Area
All foes in target Area
Insight vs. Deft. Contest
Damage: 2♥(Bright)

Burden
Range: 2 Areas
Insight vs. Might Contest
Target Overburdened

COMBAT VALUES		APTITUDES / TRAITS		ADVERSARY INFO	
+8 ATTACK	7 HEARTS	10 MIGHT		TYPE	Monster *Undead*
12 [1] DEFENSE	Average SPEED	13 DEFT. (P)		SIZE	Medium
		10 GRIT*		ALLEGIANCE	Twilight Aligned *4 Bright* *4 Dark*
		16 INSIGHT (P)*			
		15 AURA (P)*			

[1] Light Armor (+2)

* Gnarled (-2 Might)
Withered (-2 Grit)
Brilliant (+3 Insight)
Overwhelming (+2 Aura)

Habitat: Due to their paranoia, Pedagogues prefer places where they can remain hidden whilst they formulate their plans. This could be a remote location or in a busy metropolis where they can blend with the crowd.

Gear: Light Armor and their Magician's Apparatus.

Communication: Pedagogues are able to speak and understand Low Speech and 3 additional languages based on their homeland.

Tactics: Pedagogues are ruthless and efficient in battle and will:

- Use Blast directly after using Bind to ensnare a group of targets.
- Hurl foes off high places using Spell Force.
- Use Burden on annoyingly quick or mobile opponents.
- Engage in a bit of small talk with a group of would-be meddlers so they can use their Infinite Reference on each of them.

Indicators: The glow of recently activated mana, spells chanted in monotone, corpses pulverized by unknown forces.

Role Playing Notes: Pedagogues are withdrawn at best and insufferable at worst during interaction. Clearly no one is as smart as they are, so they find most forms of discussion entirely pointless. They find exceptionally intelligent individuals intriguing, and may actually converse with them given the opportunity. Ultimately, however, their schemes and long term goals take precedence.

Customization: Some Pedagogues might use Advanced Sage or Heretic Abilities instead of Bind, Blast, or Burden.

ABILITIES

MAGICIAN'S APPARATUS L

The Pedagogue has compressed their magical tools into a single worn device. While it resembles an ornate bracelet or pendant, it is so much more.

- The Magician's Apparatus has the following functions:
- **Wizard Sight:** The Apparatus sends out a subtle mana pulse that scans the environment every few seconds allowing the Pedagogue to 'see' even if in complete darkness or physically blinded.
- **Mage Flight:** The Apparatus creates a cushion of mana for the Pedagogue to rest upon, allowing them to fly and hover.
- **Spell Force:** With the use of an Action the Pedagogue is able to manipulate, push, or lift objects up to 15ft away.
  - The force can be as delicate or strong as an adult human hand.
  - If used in a Check or Contest, the bearer's Insight is used, instead of Might or Deftness.
  - This Ability can be used to Attack a foe up to 2 Battlefield Areas away. This requires an Attack roll, does 2 Hearts of Damage, and leaves the target Toppled (→ p271).
- **Infinite Reference:** The Apparatus is constantly scrying and absorbing knowledge for the Pedagogue to use at a later date. With the use of an Action the Pedagogue can attempt to retrieve useful information about a particular person, place, thing, or concept they may not have heard of before.
  - **Requires an Insight Check**
  - **Success:** They have gained functional knowledge of the subject referenced: known weaknesses, probable location or intentions, etc.

B Adds 2 Bright Allegiance Points.

CONGRUENT CONSCIOUSNESS L

The Pedagogue mind is active, even when they sleep, their dreams replaced with rational thought. There is work to be done, after all.

- Benefits from an Edge on all Insight rolls.
- Can perform an extra Action per Turn if used to perform one of the Pedagogue's Magical Abilities, but the same Ability may not be used twice in the same Turn.

D Adds 2 Dark Allegiance Points.

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BARRIER [A]

Mana is constantly flowing within and around the Pedagogue. It is a simple matter for them to turn it into a flexible, flowing defensive field.

- The Barrier must be destroyed before the Pedagogue can be targeted directly.
- The Barrier has:
  - Defense Rating 16
  - 3 Hearts,
- The Barrier is active at the beginning of each Fight (unless Ambushed!).
- The Pedagogue can use an Action to restore the Barrier if destroyed.

[B] Adds 1 Bright Allegiance Point.

BIND [A]

The Pedagogue is able to coerce dark mana into thick cords that can entangle.

- The Pedagogue can use an Action to attempt to Bind foes in the Battlefield Area they currently occupy, or any adjacent to it.

[VS] **Requires a Contest**
The Pedagogue's Insight vs. the Might (or Deftness if higher) of those inside the targeted Area.

Success: Cords of dark mana snare and wrap around any target that lost the Contest. All their limbs are Restrained (→ p270).

- Restrained targets, or assisting allies, may use an Action to make a Might or Deftness Check to cut the binding. To do this, a sharp implement is required.
- The cords dissolve immediately if they are no longer binding anyone.

[D] Adds 1 Dark Allegiance Point.

BLAST [A]

The Pedagogue is able to agitate large clusters of mana to create a powerful explosion. This spell is a favorite way to clear away rabble.

- The Pedagogue may use Blast to target a Battlefield Area adjacent to the one they currently occupy.

[VS] **Requires a Contest**
The Pedagogue's Insight vs. the Deftness of those inside the targeted Area.

- Anyone in the targeted Area that loses the Contest takes 2 Hearts worth of Bright Damage.
- The GM may decide that easily destructible objects, such as glass bottles, are destroyed if caught in the area of the Blast.

[B] Adds 1 Bright Allegiance Point.

BURDEN [A]

The Pedagogue is able to weigh down a target by smothering them in dense mana.

- The Pedagogue can use an Action in an attempt to Burden a target up to 2 Battlefield Areas away.

[VS] **Requires a Contest**
The Pedagogue's Insight vs. the target's Might.

Success: Heavy globs of dark mana cling to the target, making them Overburdened (→ p270).

- Burdened targets, or assisting allies, may use an Action to make a Might Check to tear away the accumulated mana.

[D] Adds 1 Dark Allegiance Point.

YIELD

MAGICIAN'S APPARATUS

The Apparatus can be used by a Sage, though it is a complex and stressful artifact to use.

- A Sage must make an Insight Check when attempting to use any of the Apparatus's listed Abilities (→ p397).

1 Slot • 5 Gems

MOOD TABLE

Master Villains are always purposeful, intent on executing some diabolical scheme. They will see the PCs as tools or threats and react to them accordingly.

RESKIN

Pedagogues can be used to portray the cruel master of an ancient tower, a schemer seeking immortality, or a mysterious hooded figure expediting the world's tragic destiny.



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MUNDYMUTTS

Dogged opponents. The Mundymutts were once relatively unknown to Outer World's folk. But a now a recent diaspora means the best, and worst, of these bipedal canines can be found anywhere.

MANGE BANDIT

MOOK RANK 0

Ruff neck miscreant. Outcasts banished from their pack for heinous crimes. The exile extends to their offspring, resulting in the formation of bandit packs.

COMBAT VALUES

+0 ATTACK	1 HEARTS
14 [1] DEFENSE	Fast [2] SPEED

[1] Light Armor (+2)
Speed Bonus (+2)
[2] Stray's Step (+1 level)

APTITUDES / TRAITS

6	MIGHT	
7	DEFT. (P)*	
6	GRIT (P)	
7	INSIGHT (P)*	
5	AURA*	

* Quick paws (+1 Deftness)
Good nose (+1 Insight)
Yappy (-1 Aura)

ADVERSARY INFO

TYPE	Folk *Animal-kin*
SIZE	Medium
ALLEGIANCE	Unaligned



Doggone Good Sense
Edge on Insight Checks & Contests using hearing or smell
Can smell magic

Habitat: These strays have spread from the Pride Coast, their ancestral homeland, in search of coin.

Gear: Light Armor, a Standard Weapon, and some Thrown Weapons.

Communication: Low Speech and another language related to their home region. They refuse to learn Hoshi-Ban, the tongue of cats.

Tactics: Mange are cowardly combatants and will:

- Use ambush techniques.
- Use ranged attacks when they are low in number.
- Will only engage in melee if they are confident of the win.

Indicators: Gnawed sticks, the sound of growling and howling, corpses with throwing knives in their backs.

Role Playing Notes: Packs consist of varied personalities. Universally pragmatic and ruthless, most have a strong sense of loyalty to the pack and feel they are in it together, surviving in a cruel world.

Customization: Senior Mange Bandits might know Raider (→ p35) or Sneak (→ p23) Elective Abilities.

ABILITIES

DOGGONE GOOD SENSE B

Mundymutts hear and smell better than any other species in the Outer World.

- Mange have an Edge on all Insight Checks and Contests involving hearing or sense of smell. For example, tracking or sniffing out a hidden or disguised individual.
- Mange can smell mana and can tell when magic of any kind is being used, or was recently used, nearby. They can even discern between Bright and Dark mana.
- Things not native to Outer World (Dimensional Strays, Asuras, Devas, etc.) smell 'off' and make them uneasy. This could explain their infamous dislike of the Rai-Neko.

STRAY'S STEP B

Bandit pups learn fast that stragglers are left behind.

- Mange Bandits are Fast.

YIELD

Mange Bandits have 1d20 of ill-gotten gains. They'll also have a 'Cool Thing': a piece of Magical Material (→ p288) or a Curiosity (→ p180). This is usually buried in a secret location and used as leverage when pleading with the PCs.

MOOD TABLE

Choose or roll a Mood

1-5 Skittish

A lone Mange Bandit has just finished burying their Cool Thing. They will do their best to depart without looking suspicious.

6-14 Passive aggressive

The Mange Bandits are camped across a bridge or pathway and are asking for small 'donations'. They will turn hostile if the PCs are uncharitable.

15-20 Active aggressive

Ambush! The PCs have sprung a trap set up by a pack of desperate Mange Bandits.

RESKIN

Replace Doggone Good Sense with another set of Species Abilities to make a swift footed bandit.



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PROUDHOUND SELLSWORD

BOSS RANK 6

Woofing wayfarer. Proudhounds once belonged to tightly knit clans, but have dispersed. A few remain in their ancestral homeland trying to eke out a new life, or struggling to preserve the old one. Many have taken to wandering. The Proudhounds seek fame and fortune to immortalize their lost clans.

COMBAT VALUES

+4/+5 [1] ATTACK	4 HEARTS
16 [2] DEFENSE	Average SPEED

[1] Packsword (+1)
[2] Heavy Armor (+6)

APTITUDES / TRAITS

10	MIGHT (P)	
8	DEFT.*	
12	GRIT (P)*	
11	INSIGHT (P)*	
9	AURA*	

* Rough (-1 Deftness)
Stalwart (+2 Grit)
Aware (+1 Insight)

ADVERSARY INFO

TYPE	Folk *Animal-kin*
SIZE	Medium
ALLEGIANCE	Unaligned



Packsword
Might/Master Combination Weapon

Canine Pounce
Supernatural Leaping
Leap Attack
+2 to hit
+1 ♥ Damage
self-inflicts 1 ♥

Fearsome Growl
Grit Contest or Terrified

Doggone Good Sense
Edge on Insight Checks & Contests using hearing or smell
Can smell magic

Habitat: Most common around the Pride Coast, their ancestral homeland, Proudhounds travel far and wide in search of worthy foes.

Gear: Heavy Armor and a Packsword (Might/Master Combination Weapon).

Communication: Low Speech and another language related to their home region. They refuse to learn Hoshi-Ban, the tongue of cats.

Tactics: Proudhounds abhor deception and other tricks and will:

- Seek a head-to-head fight whenever practical.
- Target challenging or skilled warriors first.
- Use Canine Pounce to quickly dispatch a weakened adversary.

Indicators: A wistful howl in the wind, heavy paw prints, corpses with large slash wounds

Role Playing Notes: Proudhounds are dignified mercenaries and are occasionally too honest for such a profession. They are tremendously loyal, and are unlikely to betray friends or employers.

Customization: Proudhound breeds also come in Small (Puggoe) and Large (Bernord) varieties. Each clan is known for having a different Mighty Combination Weapon as their signature Packsword. Note, Small Proudhounds can still use their Packsword without penalty.

ABILITIES

DOGGONE GOOD SENSE B

Mundymutts hear and smell better than any other species in the Outer World.

- Proudhounds have an Edge on all Insight Checks and Contests involving hearing or sense of smell.
- Proudhounds can smell mana and can tell when magic of any kind is being used, or was recently used, nearby. They can even discern between Bright and Dark mana.
- Things not native to Outer World smell 'off' and make them uneasy. This could explain their infamous dislike of the Rai-Neko.

CANINE POUNCE A

Proudhounds can bound into battle.

- Proudhounds have Supernatural Leaping (→ p107).
- **Leap Attack:** After leaping, Proudhounds can use their Action to deliver a shuddering blow that:
  - Gains a +2 to hit.
  - Does +1 Heart of Damage.
  - Drains 1 Heart from the Proudhound whether the Attack lands or not.

FEARSOME GROWL B

An especially intimidating bark.

- Once per Fight the Proudhound can use their Turn to snarl and bark in an attempt to scare adversaries within a range of 1 Battlefield Area.

Requires a Grit Contest
Success: You are Terrified (→ p271) until the Proudhound is dealt with.

YIELD

The body can be stripped of its Heavy Armor and Packsword. However, a felled Proudhound is traditionally buried with their Packsword and taking one is considered offensive by other Mundymutts. In addition to their combat gear they will possess an Oddity (→ p179): a chew toy, tankard, or a memento from home.

MOOD

Choose or roll a Mood

1-5 Uproarious

The Proudhound is travelling on the same path as the PC and loudly singing an old drinking song.

6-14 Suspicious

The Proudhound is in pursuit of someone accused of a loathsome crime. They will challenge the PCs if they act suspiciously.

15-20 Baring Teeth

An enemy has hired the Proudhound to slay or capture the PCs. The Proudhound will be accompanied by companions if the PCs offer a significant challenge.

RESKIN

Proudhounds can be reskinned to make other animalistic humanoids. Swap out Doggone Good Sense for aquatic abilities to create toad-men (Croaks), or swap Canine Pounce for the Big Eater Quirk (→ p137) to create pig-men (Porcs).

PLAYABLE

Mundymutts could be used as a playable Species if your GM agrees. Whether Mange or Proudhound, both would have the following Species Abilities:

- **Innate Ability:** Dogged Good Sense.
- **Maturative Ability:** Fearsome Growl.
- **Species Size:** Small, Medium, or Large.

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SKELEMEN

Magic infused remains. Mana flows through all of Outer World's living beings, and some claim it 'gets in your bones'. The unsleep is a curse for those with ruthless ambition, those afflicted rise in an endless pursuit of power and riches.

SKELEMAN

MOOK RANK 0

Vanglorious bones. Skelemen are the reanimated remains of the greedy or the criminally ambitious. Death is not the end for the excessively conniving.

COMBAT VALUES

+0 ATTACK	1 HEARTS
10/11 [1] DEFENSE	Average SPEED

[1] Quick Weapon

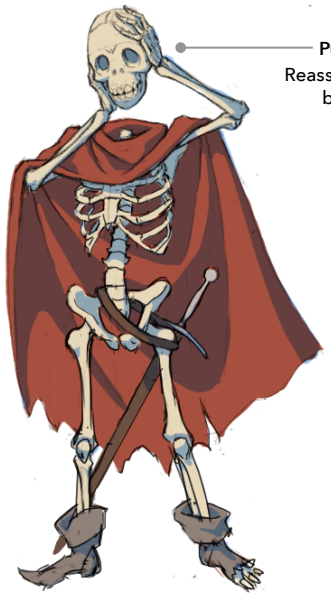
APTITUDES / TRAITS

6	MIGHT
7	DEFT. (P)*
5	GRIT*
6	INSIGHT (P)
7	AURA (P)*

* Sneaky (+1 Deftness)
Brittle (-1 Grit)
Scary (+1 Aura)

ADVERSARY INFO

TYPE	Monster *Undead*
SIZE	Medium
ALLEGIANCE	Dark Aligned *2 Dark*



Pull Yourself Together
Reassembles 3 Turns after being reduced to 0 ♥

Living Dead
Immune to ailments that affect the flesh

Habitat: Old roads, tunnels or ruins where they can ambush passers-by.

Gear: Armed with a Standard or Quick Weapon that's ravaged by time.

Communication: They cannot speak, so use mime and gesticulation instead. They understand Low Speech and any other languages they knew in their previous lives.

Tactics: They target the unsuspecting or solitary, working as a group to ambush or distract. They will:

- Pretend to be normal corpses then suddenly spring into action at an opportune moment.
- Defend fallen allies in order to give them time to Self-Assemble.
- Try to take a hostage, to later carefully remove their eyes and tongue, for use in their transition into Skelemasters (→ p406).

Indicators: The sound of clacking bones, corpses with eyes and tongues removed, fresh blood on discarded weapons.

Role Playing Notes: Prone to insulting or dramatic gestures. Amused by their own brilliance.

Customization: Increase the threat by equipping them with better weapons or armor. Skelemen could also be made from the bones of Large or Small Species (→ p106).

ABILITIES

LIVING DEAD B

Skelemen are not subject to the afflictions that plague the living.

- Immune to Fatigue, Starvation, Suffocation, and aging.
- Immune to toxins that target living tissue which are ingested, inhaled, or injected.
- ⚠ Can only be animated when within 1 mile of a living creature (Bio-Mechanoids do not count) or a Skelemonarch (→ p408). When out of range they are aware but inert.

D Adds 1 Dark Allegiance Point.

PULL YOURSELF TOGETHER B

You can't keep an evil Skeleman down.

- When reduced to 0 Hearts, or less, their bones clatter to the ground, but over the next 3 Turns they will reform, all Hearts restored.
- ⚠ The GM may decide a crushing or obliterating attack prevents Self-Assembly. Otherwise, you'll need to take a Turn to shatter the skull to prevent reanimation.

D Adds 1 Dark Allegiance Point.

YIELD

CLACKING CRANIUM

A Skeleman's skull remains animated even when the rest of its body is crushed. While it will try to be dangerous, gnashing its teeth pointlessly, it is a harmless novelty item.

1 Slot • 5 Coins

MOOD TABLE

Choose or roll a Mood

1-5 Preoccupied

The Skelemen are busy distributing the eyes and tongues of recent victims, one of whom may still be bound and alive! They ignore the PCs, unless provoked or annoyed.

6-14 Embarrassed

The Skelemen are in the midst of setting up a trap or ambush. Awkward.

15-20 Hateful

The Skelemen are aware of the PCs' approach, and haven't had a chance to mix it up with the living for quite a while.

RESKIN

Skelemen can be reskinned as enchanted dolls or robotic creatures that possess a primitive self-assembly function.

ADVERSARIES
Using Adversaries
Asura, Lajja
Bizzer Swarm
Blaster Mage
Chompa
Chosen one
Demon, Blighted
Drones
Goop
Giga Gruun
Grim Wing
Killservants
Lalka
Master Villains
Mundymutts
Skelemen
Shadow Beast
Tiny Unhelpful Cloud
Undead Peddler
Unshaped, Bellzuub
Urarani
Creating Adversaries

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SKELEMASTER

BOSS RANK 4

Bossy bones. A Skeleman that has claimed the eyes and tongue of the living gains enhanced vision, the power of speech, and poisonous ambition.

COMBAT VALUES

+3/+4 [1]	3
ATTACK	HEARTS
14 [2]	Average
DEFENSE	SPEED

[1] Master Weapon (+1)
[2] Medium Armor (+4)

APTITUDES / TRAITS

7	MIGHT*	
10	DEFT. (P)*	
7	GRIT*	
10	INSIGHT (P)*	
10	AURA (P)*	

* Lazy bones (-1 Might)
Eager hands (+1 Deftnesss)
Brittle (-1 Grit)
Actual eyes (+1 Insight)
Silver tongue (+1 Aura)

ADVERSARY INFO

TYPE	Monster *Undead*
SIZE	Medium
ALLEGIANCE	Dark Aligned *3 Dark*



Pull Yourself Together
Reassembles 3 Turns after being reduced to 0 ♥

Living Dead
Immune to ailments that affect the flesh

Hollow Eyed Servant
Can see and hear everything their Skelemen can

Habitat: Often found accompanying large groups of Skelemen. The boldest use masks and disguises to infiltrate cities.

Gear: Usually wear Medium Armor in conjunction with an Authoritative or Appealing Outfit. Most will wield a Master Weapon.

Communication: They have high pitched, nasally voices. They can speak Low Speech and any other languages they knew when alive.

Tactics: Skelemasters stick to the same tactics used by Skelemen, although they will utilize decoy groups and more sophisticated hit and run tactics. They are also more cautious and they will:

- Gather as much information as possible on unknown foes before confronting them directly.
- Only join a battle when they have established a clear advantage.

Indicators: The sound of wicked cackling, the glint of a well kept weapon among rusted ones, disturbingly organized Skelemen.

Role Playing Notes: Skelemasters are as conniving as their Skeleman minons, but their love of dramatics is tempered by a sadistic streak and an increased desire for self preservation.

Skelemaster literally love the sound of their own voice and their recently acquired tongues can make them prone to monologuing or singing.

If more than one Skelemaster inhabits the same Adventure Site, they will try to undermine or usurp the other whilst dealing with the PCs.

Customization: Arm with different weapons, or heavier armor, at the lamented expense of style. Toughen them up with a Champion or Raider's Elective Ability.

ABILITIES

LIVING DEAD B

Skelemasters are not subject to the afflictions that plague the living.

- Immune to Fatigue, Starvation, Suffocation, and aging.
- Immune to toxins that target living tissue which are ingested, inhaled, or injected, except…
- ⚠ The eyes and tongue are still subject to attacks that target living tissues. Destroying them demotes them to a Skeleman (→ p404).

D Adds 1 Dark Allegiance Point.

SELF ASSEMBLY B

You can't keep an evil Skelemaster down.

- When reduced to 0 Hearts, or less, their bones clatter to the ground, but over the next 3 Turns they will reform, all Hearts restored.
- ⚠ The GM may decide a crushing or obliterating attack prevents Self-Assembly. Otherwise, you'll need to take a Turn to shatter the skull to prevent reanimation.

D Adds 1 Dark Allegiance Point.

HOLLOW EYED SERVANTS A

Skelemen keep a hollow-eyed vigil for their masters.

- Skelemasters are instantly aware of anything a Skeleman or Clacking Cranium within 1 mile of them sees or hears.
- ⚠ The ability is limited to a 1 mile radius from the Skelemaster

D Adds 1 Dark Allegiance Point.

YIELD

YACKING CRANIUM

A Skelemaster's skull remains animated even when the rest of its body is crushed. Its eyes swivel wildly in their sockets and it spits insults at its keeper.

1 Slot • 10 Coins

MOOD TABLE

Choose or roll a Mood

1-5 False humility

The Skelemaster is the sole survivor of a calamitous skirmish. After sizing up the PCs, they will attempt to misdirect them, flee, or bargain for safe passage.

6-14 Jealous

The Skelemaster likes a weapon, outfit, or other visible item one of the PCs owns. They'll be willing to let them pass by if they hand it over.

15-20 Something to prove

The Skelemaster's troops have begun to question their fighting prowess, so they are particularly keen to show they are worthy of leadership.

RESKIN

Replacing Shared Sense with a Calling Elective Ability can change the Skelemaster into a solitary undead foe.

ADVERSARIES
Using Adversaries
Asura, Lajja
Bizzer Swarm
Blaster Mage
Chompa
Chosen one
Demon, Blighted
Drones
Goop
Giga Gruun
Grim Wing
Killservants
Lalka
Master Villains
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Urarani
Creating Adversaries

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SKELEMONARCH

MEGA BOSS RANK 8

Autarch of the fleshless. When an ancient ritual seals a powerful soul within the body of a Skelemaster, the result is an ageless tyrant.



Macarbe Aura
Parry once per Round as Standard Shield

Pull Yourself Together
Reassembles 3 Turns after being reduced to 0 ♥
When at 0♥ the Soul Stone is exposed

Soul Stone
♥1 ⛊20
Magic Material

Curse of the Skull
If in the same Area win Aura vs. Grit Contest or be Putified and lose 1♥ per Turn
If reduced to 0♥ become Skeleman

Living Dead
Immune to ailments that affect the flesh

Hollow Eyed Servant
Can see and hear everything their Skelemen can

Skelemancy

Skull Shot
Aura vs. Deft. Contest
Range: 2 Areas
Damage: 2♥ (Dark)

Bone Brambles
Battlefield Area becomes Isolated

COMBAT VALUES		APTITUDES / TRAITS		ADVERSARY INFO	
+6 ATTACK	♥5 HEARTS	10 MIGHT		TYPE	Monster *Undead*
⛊16 [1] DEFENSE	Average SPEED	11 DEFT. (P)		SIZE	Medium
		8 GRIT*		ALLEGIANCE	Dark Aligned *7 Dark*
		13 INSIGHT (P)*			
		13 AURA (P)*			

[1] Macabre Aura

* Just a skeleton (-2 Grit)
Omniscient (+2 Insight)
Terrifiying (+2 Aura)

Habitat: Usually found in one of two places: in their ghastly stronghold, or behind a skeletal horde.

Gear: Each Skelemonarch has it own individual style, but most are partial to ceremonial regalia.

Communication: They are able to speak Low Speech, Dark Tongue and any other languages they knew when they were alive.

Tactics: Despite their great power, Skelemonarchs avoid direct confrontation, obscuring themselves behind a loyal horde. The living are granted audience only to be subjected to the Curse of the Skull.

Indicators: A garrison of highly organized Skelemasters and Skelemen, the sound of crackling energy, husks of discarded flesh...

Role Playing Notes: Skelemonarchs are not just heartless, they are actively cruel. They taunt opposition in hopes of rash retaliation, and adorn skeletons under their command with mementos of their past lives so they can point them out to loved ones seeking revenge.

Customization: Some Skelemonarchs might inflict other Ailments with their Curse of the Skull Ability.

ABILITIES

LIVING DEAD B

Skelemonarchs are not subject to the afflictions that plague the living.

- Immune to Fatigue, Starvation, and Suffocation.
- Immune to toxins that target living tissue which are ingested, inhaled, or injected.
- ⚠ Any Skeleman within 1 mile of the Skelemonarch remains animated.

D Adds 1 Dark Allegiance Point.

SELF ASSEMBLY B

The Skelemonarch will return.

- When reduced to 0 Hearts, or less, their bones clatter to the ground, but over their next 3 Turns they will reform, all Hearts restored.
- ⚠ The Skelemonarch's glowing Soul Stone is revealed while they are inert (20 Defense, 1 Heart).
  - It can only be sundered with an Imbued Weapon, an Artifact, or a destructive magical Ability.
  - Only if the Soul Stone is Sundered (→ p263) will the Skelemonarch crumble to dust.

D Adds 1 Dark Allegiance Point.

HOLLOW EYED SERVANTS A

Skelemonarchs issue their despicable commands at the speed of thought.

- Skelemonarchs are instantly aware of anything a Skelemaster, Skeleman, or Clacking Cranium within 1 mile of them sees or hears.
- ⚠ Skelemonarchs are also able to telepathically communicate with any Skelemen or Skelemasters within a 1 mile range.

D Adds 1 Dark Allegiance Point.

MACABRE AURA A

Mana swirls around the Skelemonarch, deflecting or absorbing inbound attacks.

- + 6 Defense Rating.
- Can Parry once per Round as a Standard Shield (→ p169).

D Adds 1 Dark Allegiance Point.

SKELEMANCY A

Skelemonarchs' dark magic, characterized by grand gestures and ominous laughter.

- Once per Turn, the Skelemonarch can use one of the following:
- **Skull Shot:** The Skelemonarch can attempt to throw a cackling mana skull at you from up to 2 Areas away.
  - **Requires a Contest**
    The Skelemonarch's Aura vs. your Deftness.
  - **Success:** You take 2 Hearts of Dark Damage.
- **Bone Brambles:** Twisted bone spikes erupt in the Battlefield Area the Skelemonarch occupies, giving it the Isolated Condition (→ p250).

D Adds 1 Dark Allegiance Point.

ADVERSARIES
Using Adversaries
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Bizzer Swarm
Blaster Mage
Chompa
Chosen one
Demon, Blighted
Drones
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Grim Wing
Killservants
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CURSE OF THE SKULL L

The Skelemonarch's hatred of flesh is so strong that it lashes out at anyone nearby.

- The Skelemonarch can attempt to convert you, or any other organic creature in its Battlefield Area, into one of its lifeless subjects.

VS **Requires a Contest**
The Skelemonarch's Aura vs. your Grit.

Success: Your body begins to wither and becomes Putrefied (→ p270), you lose 1 Heart per Turn.

- The Curse won't manifest if you make a successful Grit Check when your Hearts reach 0, or the Putrefied Aliment is removed by another Ability, or the Skelemonarch is slain.
- If the Curse is blocked you will return to physical normalcy in a few moments, though you still suffer from any lost Hearts if the Fight is still in progress.
- Failing the Grit Check at 0 Hearts results in your flesh melting away. You have been transformed into a subservient Skeleman, or Skelemaster if you are Rank 5 or higher.

Failure: You resist and are immune to the Curse for 24 hours.

- Bio-Mechanoids, and other forms of inorganic life, are immune to the Curse.

D Adds 2 Dark Allegiance Points.

YIELD

DARK BONE DUST

The remains of a Skelemonarch carry a small echo of their malevolent power which can be used as a powerful Crafting Additive (→ p291).

- **Defense:** The Imbued item, surrounded by dark Mana, can Parry a single Attack once per Fight as if using a Standard Shield (→ p169). This is in addition to any Parries the item already provides.
- **Attack:** Once per Turn the Imbued Weapon can fire a cackling mana skull at a target, with the same effectiveness as a Small Mechanical Missile Weapon. The skull inflicts Dark Damage.

1 Unit • 2 Gems

MOOD TABLE

Choose or roll a Mood

1-5 Whimsical

The Skelemonarch has recently succeeded in some dread scheme and is in an unusual mood. They will gladly allow the PCs to live if they do a little dance, cut off a strip of flesh, or perform some other belittling or horrific act to amuse them.

6-14 Curious

The Skelemonarch has been locked away for some time, and is currently unaware of the state of the world. They may politely ask the party for information. This doesn't guarantee their survival, though.

15-20 Hostile/Bloodthirsty

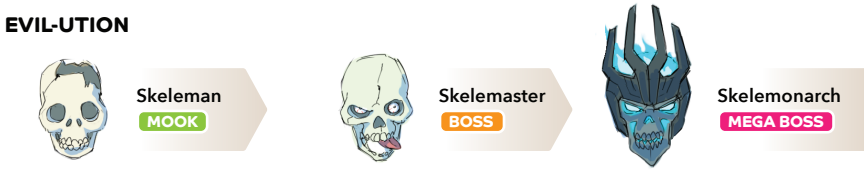
The Bony Crusade has begun, and no fleshling will survive!

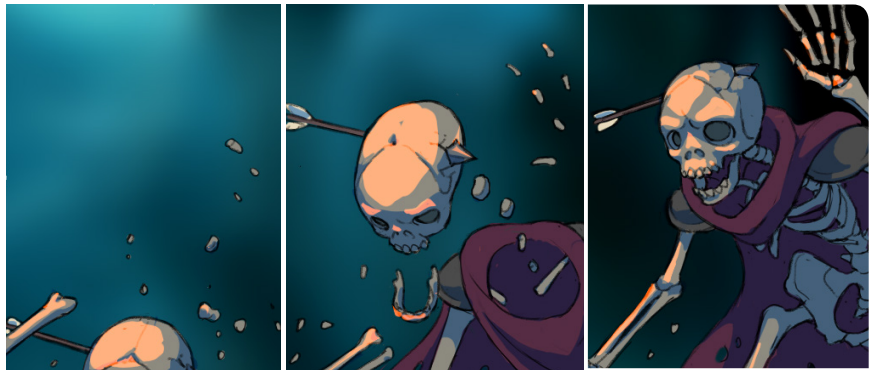
RESKIN

Replace the Skelemonarch's Abilities with some Advanced Sage or Heretic Abilites to create an undead sorcerer.

GM **If you're ok with it, players who are really, really unhappy about dying can come back as a Skeleman. In this case, they lose their Innate Species Abilities and gain Living Dead and Self-Assembly in their place.**

EVIL-UTION









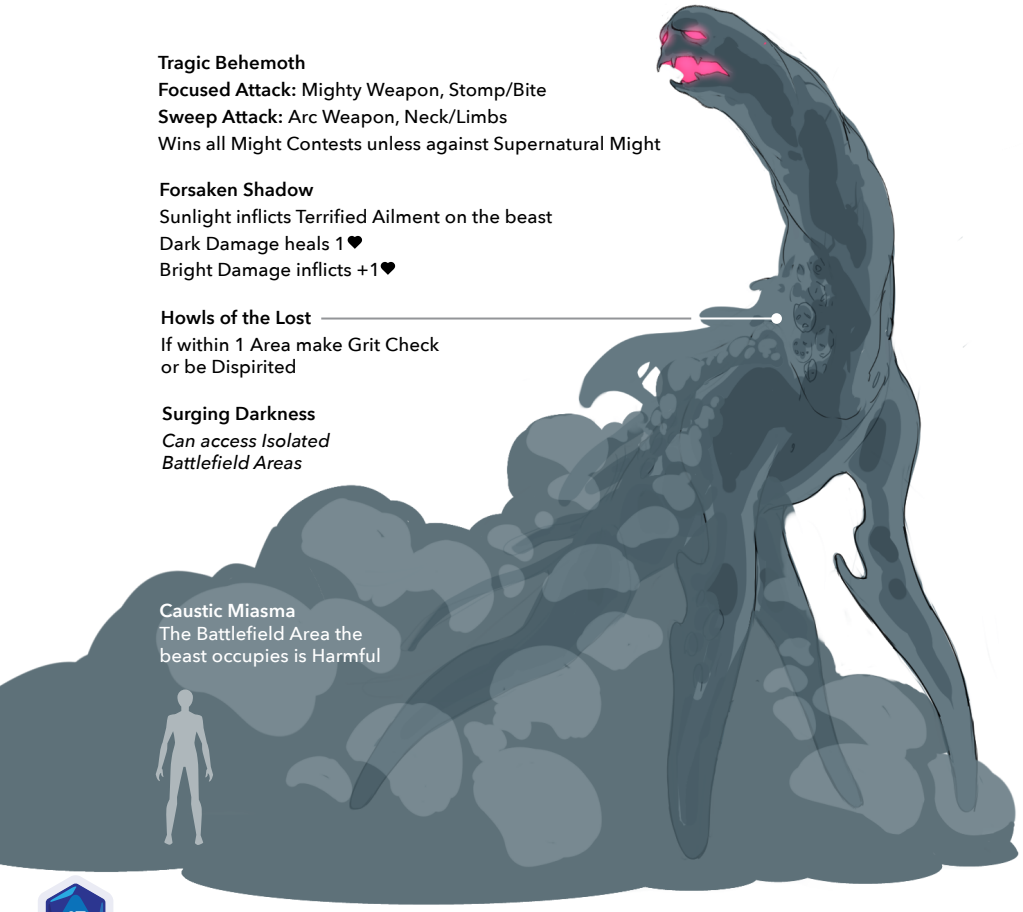
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SHADOW BEAST

MEGA BOSS RANK 8

The wrath of the departed. Shadow Beasts are born of tragedy. When a large number of individuals die during a violent or gruesome event, it can poison the ambient mana. This corrupted mana can coalesce and congeal into a terrible, destructive mass that lashes out at everything that moves.



17 1 8

COMBAT STATS		APTITUDES / TRAITS		ADVERSARY INFO	
+8 ATTACK	7 HEARTS	16 MIGHT (P)*		TYPE	Monster *Abberation*
16 [1] DEFENSE	Fast [2] SPEED	8 DEFT.*		SIZE	Massive
		11 GRIT (P)		ALLEGIANCE	Dark Aligned *4 Dark*
		8 INSIGHT*			
		13 AURA (P)*			

[1] Tragic Behemoth, Massive (-2)
Surging Darkness (+6)
Speed Bonus (+2)
[2] Surging Darkness (+1 level)

* Inexorable (+3 MIght)
Clumsy (-2 Deftness)
Destructive monomania (-2 Insight)
Intense (+2 Aura)

Habitat: Shadow Beasts are only found in the Wistful Dark due to the region's high levels of dark mana. Reports from the Hollow Queen's Kingdom suggest they clash with the region's other curious creatures.

Communication: It cannot meaningfully communicate. The temporary faces that emerge on its body only wail in remembrance, and the creature itself thinks only of destruction.

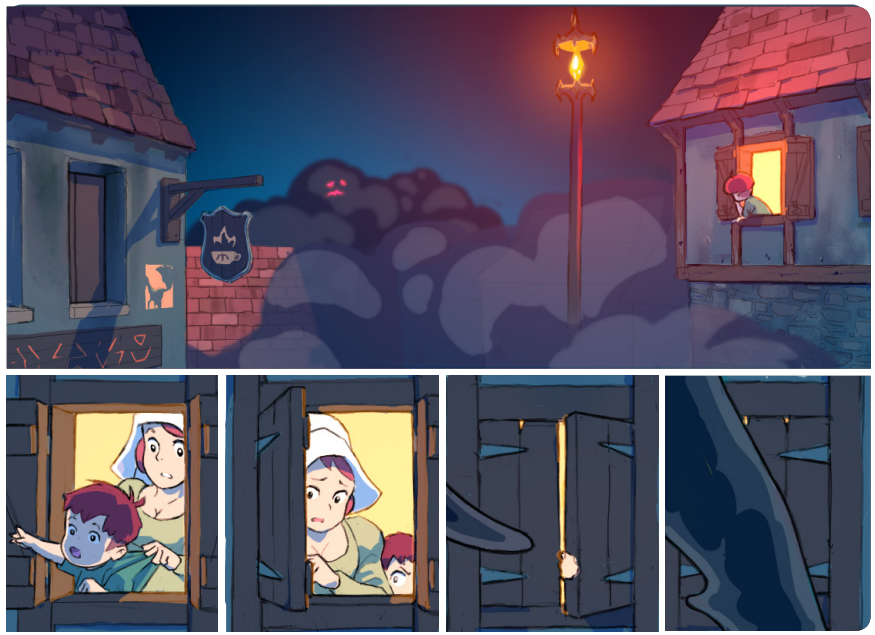
Tactics: The Beasts are instinctual rather than strategic and will:

- Rely on their Caustic Miasma to clear out weaker foes, saving their direct attacks for their more powerful opponents.
- Focus on targets that remind them of their tragic origin. For example, armored warriors may enrage a Beast who came into being after the slaughter of a nomad village by the Knights of the Sacred Chain.

Indicators: Corpses and scenery that have been melted away, dark mist, terrible cries and moans, an acrid smell.

Role Playing Notes: Shadow Beasts are the personification of suffering and rage, they are not interested in discourse and will attack anything that moves. The howling faces that move along their surface are individually comprehensible, even if they only beg or cry. Maybe the PCs recognizes one of the faces.

Customization: Replace their Caustic Miasma with an Ability that is related to the originating event. For example, innocents gunned down by mercenaries might create a Shadow Beast that shoots black spines from its body.



Using Adversaries
Asura, Lajja
Bizzer Swarm
Blaster Mage
Chompa
Chosen one
Demon, Blighted
Drones
Goop
Giga Gruun
Grim Wing
Killservants
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ABILITIES

TRAGIC BEHEMOTH B

Even though their shape is in constant flux, a Shadow Beast is always frightfully large.

- Shadow Beasts are Massive (→ p434).
- **Sweep Attack:** Long neck and limbs strike as Arc Weapons.
- **Focus Attack:** Stomps and bites strike as Mighty Weapons.

SURGING DARKNESS B

The Shadow Beast's body moves like liquid darkness, yet remains concrete.

- The Shadow Beast is Fast.
- +6 Defense Rating, the Shadow Beast's density repels weak Attacks.
- The Shadow Beast is able to climb sheer surfaces with ease, and is unhindered by the Isolated Battlefield Condition.

HOWLS OF THE LOST B

Faces contorted in fear and woe ebb and flow along the surface of the Shadow Beast, emitting pitiful cries as they surface and submerge. Hear them and despair.

- If you come within 1 Battlefield Area of the Shadow Beast, you must attempt to resist its horror.

? You require a Grit Check

✕ Failure: You contract the Dispirited Ailment (→ p269). The Ailment lasts until the Shadow Beast has left your sight.

✓ Success: You are immune to this Ability for 24 hours.

D Adds 1 Dark Allegiance Point.

FORSAKEN SHADOW B

Shadow Beasts fear light, knowing instinctively that it is their only real weakness. Darkness, no matter how malicious, only comforts them.

- If the Shadow Beast comes within 2 Battlefield Areas of a Star Gem, or other source of sunlight, it is automatically Terrified (→ p271). The Beast will retreat from the source if at all possible.
- Attacks inflicting Bright Damage receive a +1 Damage bonus against the Shadow Beast.
- Attacks inflicting Dark Damage do not harm the Shadow Beast, and will actually restore 1 lost Heart.
- Light from a mundane source, such as a lantern or torch, only serves to aggravate the Shadow Beast. They know it is only a pale imitation of what they truly fear.

D Adds 1 Dark Allegiance Point.

CAUSTIC MIASMA A

The Shadow Beast is followed by a fog of malignantly charged Dark Mana that eats away at flesh, steel, and bone.

- Any Area the Shadow Beast occupies gains the Harmful Battlefield Condition (→ p250). The Shadow Beast itself is immune to this effect.
- Long exposure to this Ability may damage structures and unattended objects at the GM's discretion.
- This Ability is negated by the presence of a Star Gem, or other form of sunlight, emanating from a source up to one Battlefield Area away from the Shadow Beast.

D Adds 2 Dark Allegiance Points.

YIELD

SHADOW STONES

A Shadow Beast melts away dramatically when slain, leaving behind up to 3 Shadow Stones (→ p180). These Shadow Stones are unusual in that they resemble a black egg embossed with an eerie looking face. It is believed that swallowing one of these stones will turn mortals into terrible creatures, but this has not been verified. This unique variety of Shadow Stone may also be ground down for use as a Crafting Additive (→ p291).

- **Defense:** Imbued Items will reduce the effectiveness of Attacks that do Dark Damage by 1 Heart.
- **Attack:** Imbued Weapons deal Dark Damage.

1 Unit • 50 Coins

VISCID MIASMA

The ominous goop left behind by a fallen Shadow Beast seeps into the ground, but 3 Slots can be collected by someone acting quickly. It can later be rolled out and left to dry. The processed miasma can be used as a Magical Fabric (→ p290) for Crafting Outfits as well as Light Armor.

Items crafted from Viscid Miasma are as dark as the night sky; eyes and mouths sporadically appear on their surface blinking or mouthing silently.

1 Slot • 150 Coins

MOOD TABLE

Choose or roll a Mood

1-5 Preoccupied

The Shadow Beast is in the process of slaughtering a group of bandits. It pays no attention to the PCs unless they interfere.

6-14 Wistful

The Shadow Beast is in an unusual state, its wrath has given way to melancholy. It sifts through the remains of some ruined home, and is examining a discarded toy.

15-20 Inflamed

One of the PCs has a History or Calling that was responsible for the Shadow Beast's existence. This is enough to earn its relentless fury; it will need to be defeated, outsmarted, or outrun!

RESKIN

Sages theorise that an analogous Beast made of Bright Mana could manifest in the Blazing Gardens. There have been no sightings of this hypothetical 'Radiant Beast' to substantiate this claim.

ADVERSARIES
Using Adversaries
Asura, Lajja
Bizzer Swarm
Blaster Mage
Chompa
Chosen one
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TINY UNHELPFUL CLOUD

BOSS RANK 1

Nimbostratus Nemesis. A strange cousin of the Very Useful Cloud (→ p62), Tiny Unhelpful Clouds are actually the manifestation of another creature's unpleasantness. These minuscule menaces stick close to their progenitor, and work hard to be a pain in the neck for just about anyone else.

COMBAT VALUES

+1 ATTACK	2 HEARTS
12[1] DEFENSE	Average SPEED

[1] Made of Sterner Puff

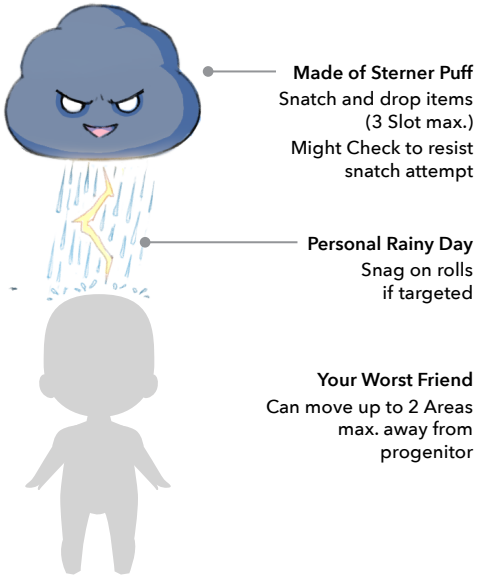
APTITUDES / TRAITS

6	MIGHT
6	DEFT.
7	GRIT (P)*
6	INSIGHT (P)
6	AURA (P)

* Stubborn (+1 Grit)

ADVERSARY INFO

TYPE	Monster *Manifestation*
SIZE	Small
ALLEGIANCE	Dark Aligned *2 Dark*



Made of Sterner Puff
Snatch and drop items (3 Slot max.)
Might Check to resist snatch attempt

Personal Rainy Day
Snag on rolls if targeted

Your Worst Friend
Can move up to 2 Areas max. away from progenitor

Habitat: The Cloud will always be found near its progenitor creature.

Communication: The Tiny Unhelpful Cloud can speak and understand Low Speech and has a small but angry voice.

Tactics: The Cloud acts in ways that will help its progenitor defeat their enemies by:

- Swiping, and carrying off, strategically valuable items.
- Focusing their Personal Rainy Day Ability on any foes that seem to be a true threat to their progenitor.

Indicators: The smell of rain, tiny but angry mumbling, fallen creatures with oddly wet hair.

Role Playing Notes: Tiny Unhelpful Clouds are terrible conversationalists. They usually speak only to heckle, taunt, and mock anyone they come in contact with… even their host!

Customization: Some Tiny Unhelpful Clouds may cause Ailments (→ p268) or even blast targets with harmful electricity.

ABILITIES

YOUR WORST FRIEND B

The cloud cannot stray far from the creature whose negative demeanor brought it into existence.

- A Cloud can be inadvertently created by any creature capable of being miserable or unpleasant. The progenitor could be another Adversary or GMC.
- The Cloud is able to fly and hover, but it cannot move more than 20 ft (or 2 Battlefield Areas in a Fight) away from its progenitor.
- If the Cloud loses all its Hearts, it vanishes with an angry 'hmph!' It will reform near its progenitor in 24 hours, assuming they are still alive.
- It vanishes instantly if its progenitor has been slain.

D Adds 1 Dark Allegiance Point.

MADE OF STERNER PUFF B

The cloud is more solid than you'd expect.

- Thanks to its diminutive size and Ability to solidify itself, the Tiny Unhelpful Cloud has a Defense Rating of 12.
- The Tiny Unhelpful Cloud can solidify its body while floating around an object and try to grab or push over an object. Snatched items are usually dropped in very inconvenient locations.
- If the item is being held or carried, its bearer may prevent it from being snatched by making a successful Might Check.
- The Tiny Unhelpful Cloud is unable to carry or manipulate objects that are larger or heavier than 3 Inventory Slots.

PERSONAL RAINY DAY B

A tiny storm cloud is still a storm cloud.

- The Tiny Unhelpful Cloud can hover above someone its host is openly hostile towards and pelt them with localized rainfall and tiny lightning bolts. This is supremely annoying and often a bit painful.
- Doing so requires the Cloud's Action for a Turn and causes the target to have a Snag on all Rolls until the end of their next action.

D Adds 1 Dark Allegiance Point.

YIELD

Tiny Unhelpful Clouds leaves nothing behind when destroyed, except for anything they were carrying off.

MOOD TABLE

The Cloud's mood is a direct reflection of their progenitor's, and it will act accordingly.

RESKIN

A small, imp-like creature could be created using the Tiny Unhelpful Cloud.



If one of the PCs is meaner and grumpier than the Tiny Unhelpful Cloud's progenitor, they may want to swap allegiances. If accepted, this will count as one of their Companions. The Cloud will evaporate if the PC starts to show more empathy or generosity.

ADVERSARIES
Using Adversaries
Asura, Lajja
Bizzer Swarm
Blaster Mage
Chompa
Chosen one
Demon, Blighted
Drones
Goop
Giga Gruun
Grim Wing
Killservants
Lalka
Master Villains
Mundymutts
Skelemen
Shadow Beast
Tiny Unhelpful Cloud
Undead Peddler
Unshaped, Bellzuub
Urarani
Creating Adversaries

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UNDEAD PEDDLER

BOSS RANK 3

Buy somethin', will ya? Cursed merchants who, having perished with an outrageous unpaid debt, now wander dangerous places looking for business.

COMBAT VALUES

+2 ATTACK	3 HEARTS
10 DEFENSE	Average SPEED

APTITUDES / TRAITS

7	MIGHT
9	DEFT. (P)
8	GRIT*
11	INSIGHT (P)
9	AURA (P)*

* Skin n' bone (-1 Grit)
Shrewd (+2 Insight)

ADVERSARY INFO

TYPE	Folk *Undead*
SIZE	Medium
ALLEGIANCE	Dark Aligned *2 Dark*



Living Dead
Immune to ailments that affect the flesh

Corpse Commodities
12 Slots of useful items for sale

Bomb, will self-destruct rather than get robbed

Habitat: Found almost exclusively in monster filled dungeons, ruins and cave networks. Peddlers occasionally wander the roads of the Wistful Dark and Buried Kingdoms.

Communication: Undead Peddlers are well versed in every language used in the Outer World, they want to guarantee they can do business with anyone they meet.

Tactics: Peddlers are not really into fighting. They will offer a free item if threatened by someone tough, but happily blow themselves up rather than let greedy murder hobos make off with their goods.

Indicators: Clamor made by the rattling of merchandise, dungeon inhabitants with gear they wouldn't normally have, signs that say "Sale End is Nigh".

Role Playing Notes: Undead Peddlers are consummate deal-makers with a certain charm to them. They will do anything to pursue a sale as long as it means some sort of profit, though they don't take kindly to threats or other overly aggressive techniques. Being so used to dealing with any number of monsters and unsavory customers, it's actually pretty hard to phase them.

Customization: More fortunate Undead Peddlers travel with Skeleman bodyguards. It's also rumored that some Peddlers possess magical inventory boxes that can hold a vast amount of items.

ABILITIES

LIVING DEAD B

This internal salesman won't let death get between him and a sale.

- Immune to Fatigue, Starvation, Suffocation, and aging.
- Immune to toxins that target living tissue which are ingested, inhaled, or injected.
- ⚠ Is animated by ambient mana that lingers in the corpse.

D Adds 1 Dark Allegiance Point.

CORPSE COMMODITIES B

Thanks to a combination of a large pack and numerous pockets and pouches, the Undead Peddler always seems to have something useful for sale.

- The Undead Peddler always has 12 Slots worth of uncannily useful items when encountered. These items vary from peddler to peddler, but they always manage to be useful for the location they are wandering in.
- A few might stock potent imbued items or relics, though they are wary about showing these to the wrong type of customer.
- Most Undead Peddlers are wired with explosives that they can detonate instantly when they are worried about being exploited. The explosives are powerful enough to destroy them and all their wares. Anyone within 1 Battlefield Area of the exploding Peddler feels the effect of the Bomb (→ p178).

D Adds 1 Dark Allegiance Point.

YIELD

12 Slots worth of useful items and a Bomb (→ p178) can be retrieved from a slain Peddler, as long as you were able to prevent them from self-destructing.

MOOD TABLE

Choose or roll a Mood

1-5 Generous

The Undead Peddler is preparing to relocate and keen to offload his current merchandise, even at discount!

6-14 Busy

The Peddler trying is to close a sale with another customer, and tells the PCs 'I'll be with you as soon as I can".

15-20 Security!

The Peddler is about to be attacked by a customer unhappy with the returns policy. If the Peddler spots the PCs he'll offer compensation for protection.

RESKIN

Reanimated Physicians and Ever-living Blacksmiths can me made by giving a Peddler additional Abilities from the Factotum Calling (→ p17) or…

Create a Dwarf dungeon shopkeep or a Goblin apothecary by swapping Living Dead with the appropriate Species Abilities.

ADVERSARIES
Using Adversaries
Asura, Lajja
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Chosen one
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Grim Wing
Killservants
Lalka
Master Villains
Mundymutts
Skelemen
Shadow Beast
Tiny Unhelpful Cloud
Undead Peddler
Unshaped, Bellzuub
Urarani
Creating Adversaries

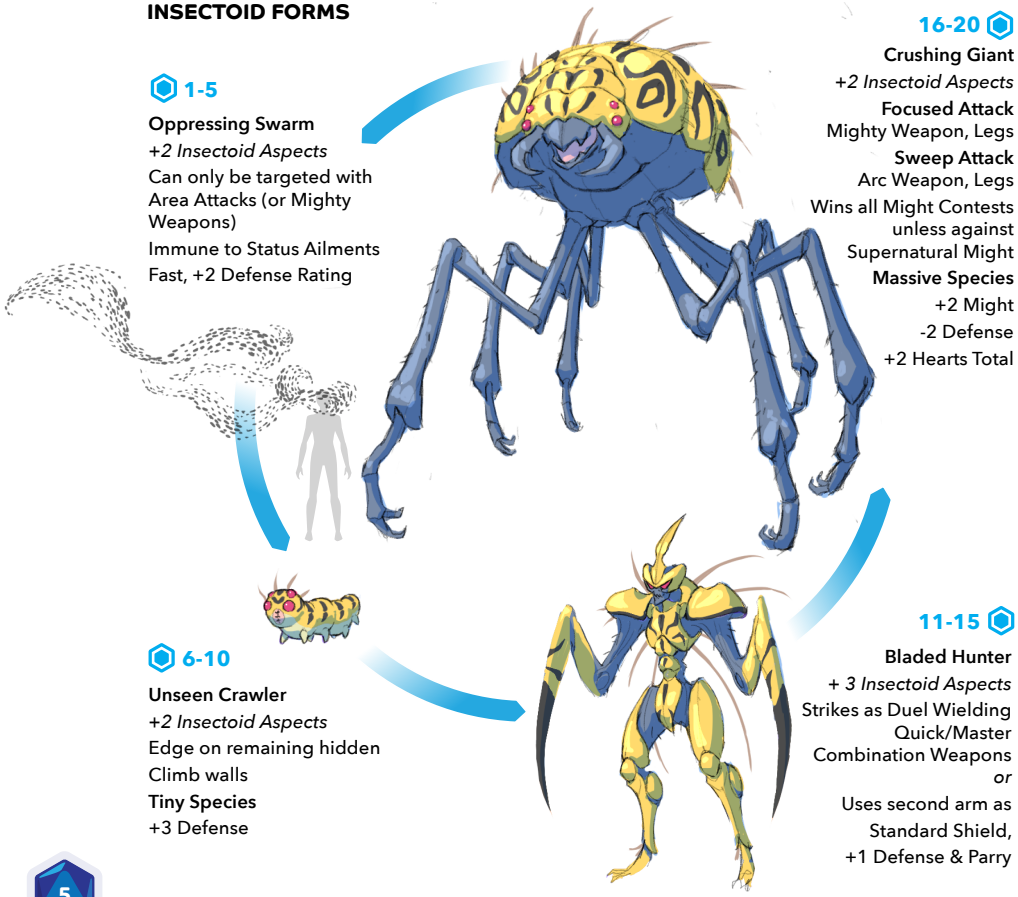
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UNSHAPED, BELLZUUB

MEGA BOSS RANK 9

The lord of creeping and crawling. As one of the Unshaped, primordial beings from The Dreaming, Bellzuub roams the places on the edge of reality. He is an ageless being with no permanent shape, wandering back into the physical realm in search of amusement and influence.

INSECTOID FORMS



1-5

Oppressing Swarm
+2 Insectoid Aspects
Can only be targeted with Area Attacks (or Mighty Weapons)
Immune to Status Ailments
Fast, +2 Defense Rating

6-10

Unseen Crawler
+2 Insectoid Aspects
Edge on remaining hidden
Climb walls
Tiny Species
+3 Defense

11-15

Bladed Hunter
+ 3 Insectoid Aspects
Strikes as Duel Wielding Quick/Master Combination Weapons
or
Uses second arm as Standard Shield, +1 Defense & Parry

16-20

Crushing Giant
+2 Insectoid Aspects
Focused Attack
Mighty Weapon, Legs
Sweep Attack
Arc Weapon, Legs
Wins all Might Contests unless against Supernatural Might
Massive Species
+2 Might
-2 Defense
+2 Hearts Total

Note: Values do not include modifiers for specific Insectoid Forms or Aspects

COMBAT VALUES		APTITUDES / TRAITS		ADVERSARY INFO	
+6 ATTACK	6 HEARTS	9 MIGHT*		TYPE	Monster *Unshaped*
16 [1] DEFENSE	Average SPEED	12 DEFT. (P)*		SIZE	Medium (varies)
[1] Insectoid Form (+6)		14 GRIT		ALLEGIANCE	Twilight Aligned *3 Bright* *4 Dark*
		10 INSIGHT (P)*			
		12 AURA (P)*			

* Brittle (-1 Might)
Creeping (+2 Deftness)
Leering (+2 Insight)
Repulsive (-1 Aura)

Habitat: Bellzuub is the crawling sensation under your skin, the cloud of pests that accompany decay, the ominous rattle that haunts the dark and desolate. He can manifest anywhere in Outer World.

Communication: Bellzuub understands all of Outer World's languages, though he's not fluent when speaking. His phrasing is awkward and alien.

Tactics: Bellzuub is sneaky. Bellzuub is cowardly. He never fights fair and:

- Will do everything in his power to stack the odds in his favor, and retreat if faced with real danger.
- Uses his Puppets to infiltrate mortal settlements, taking over officials or community members to act as spies, guards, and assassins.

Indicators: Agitated insects, a horrid chittering, the putrid smell of decay.

Role Playing Notes: Like all Unshaped, Bellzuub believes those that inhabit the physical realm are solely there for his amusement.

INSECTOID ASPECTS



1-3

Many Leering Eyes
Can see in the dark
Recieves an Edge on spotting sneak Attacks or Ambushes



7-9

Barbed Appendage (Extra Attack)
Strikes as Master Weapon



12-15

Spinnerets
Range: 2 Areas
On hit, targets are fully Restrained
Might Check needed to escape
Thread can be used to access Isolated Areas



4-6

Venomous Strike
On successful physical Attack, Grit Check or contract an Ailment: Ballooned, Petrified, or Putrefied



10-12

Fluttering Wings
Can Fly and Hover indefinitely
Maintains Speed Rating when flying



16-20

Burrowing Claws
Can burrow/emerge from soft ground on their Turn
Maintains Speed Rating when underground
Can't be physically attacked if underground

Chittering Puppetry
If killed by Bellzuub, the corpse can be reanimated as a Puppet
Puppets retain knowledge, Combat Values, and Abilities
Maximum of 9 Ranks worth of Puppets



ADVERSARIES
Using Adversaries
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Grim Wing
Killservants
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ABILITIES

UNSHAPED L

The Unshaped are ideas or concepts attached to a cluster of primordial magic. When they wish to interact with reality, they must manifest into a physical form.

Formation

- Unshaped can only adopt one Form at a time. Forms can be imitations or monstrous distortions of Outer World creatures. Mimicry is never perfect, and the observant will pick up on this 'tell'.
- Each Form can be further modified with Aspects. Aspects grant the manifestation additional features. The number of Aspects allowed is dependant on the chosen Form.
- Unshaped can shift between forms at will or, during a Fight, at the beginning of each Turn. They can also change their chosen Aspects in a similar fashion.
- After manifesting into their first Form the Unshaped's Heart Total is set. It is not altered or replenished if the Unshaped changes Forms during a Fight.
- If reduced to 0 Hearts, the manifestation is destroyed and the Fight ends. The Unshaped is not dead, but it will take a few hours before it is able to reform.

Combat Values & Aptitudes

- Scores for Combat Values and Aptitudes are provided. Alter these as required depending on the Form and Aspects that the Unshaped chooses.

D Adds 2 Dark Allegiance Points.

INSECTOID FORM A

Bellzuub's domain is filth and decay, so he is able to manifest as insects both great and small.

- Bellzuub may take on any insectoid shape, except for Colossal ones. Four examples are presented in the Insectoid Form Table below.
- Bellzuub can speak in any Form.
- All Forms benefit from a +6 Defense Bonus.
- Speed Rating is Average, unless stated otherwise.
- Unarmed Attacks strike as Standard Weapons, unless stated otherwise.

Insectoid Form Table
Choose or roll a Form

1-5 Oppressing Swarm

A cloud of flying bugs that move by the will of a single mind.

- The Swarm can only be hit by Attacks that affect entire Battlefield Areas, or weapons that are large enough to swat a significant number of bugs.
- The Swarm is immune to Ailments. A few bugs may be afflicted, but the rest are unaffected.
- The Swarm's Speed Rating is Fast.
- The Swarm has 2 Insectoid Aspects.

6-10 Unseen Crawler

A scuttling bug that silently observes, Bellzuub's favorite Form.

- The Unseen Crawler is Tiny (→ p434), although noticeably larger than a regular insect.
- The Crawler receives an Edge on all rolls related to stealth or avoiding detection.
- The Crawler can climb and cling to surfaces like a spider.
- The Crawler has 2 Insectoid Aspects.

11-15 Bladed Hunter

A humanoid mantis creature that is deadly in battle.

- The Hunter's raptorial legs strike as Duel Wielding (→ p254) Quick/Master Combination Weapons…
- Or one of the chitinous legs can also act as a Standard Shield.
- This form can forgo the raptorial forelimbs in favor of arms that can manipulate standard Gear.
- The Hunter has 3 Insectoid Aspects.

16-20 Crushing Giant

A huge arachnid shape meant to overwhelm and terrify foes.

- The Crushing Giant is Massive (→ p434).
  - **Sweep Attack:** Legs can flail to strike as Arc Weapons.
  - **Focus Attack:** Legs can stomp to strike as Mighty Weapons.
- The Giant has 2 Insectoid Aspects.

B Adds 1 Bright Allegiance Point.

INSECTOID ASPECTS A

Just as Bellzuub's physical forms are not set in stone, neither are the strange features or powers they possess.

- Each Insectoid Form can be enhanced by miniature abilities called Insectoid Aspects. Six examples are presented in the Insectoid Aspect Table below.

Insectoid Aspects Table
Choose or roll an Aspect

1-3 Many Leering Eyes

- Enables Bellzuub to see in complete darkness.
- Grants an Edge on any rolls for detecting danger or movement in any direction.

4-8 Venomous Strike

- A Successful Attack injects you with a magical venom. You must make a Grit Check or be afflicted with one of the following Ailments: Ballooned, Petrified, or Putrefied.
- If untreated, Ailments last for an hour.

7-9 Barbed Appendage

- In addition to its other permitted Actions, this allows Bellzuub to use a sharp tail or proboscis to strike as a Master Weapon.

10-12 Fluttering Wings

- Grants special movement enabling Bellzuub to fly and hover.

13-14 Spinnerets

- Can target you from up to 2 Battlefield Areas away. You must make a Deftness Check or be completely Restrained (→ p270). Breaking free requires you, or an ally, to use an Action and make a Might Check.
- Can be fired and traversed to reach Isolated or difficult to reach Battlefield Areas and locations.

16-20 Burrowing Mandibles

- On their Turn, Bellzuub can submerge, or erupt, from areas of soft earth.
- Whilst underground, Bellzuub retains his current Speed Rating.
- Whilst buried, Bellzuub is protected from physical Attacks.

D Adds 1 Dark Allegiance Point.

ADVERSARIES
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THE VERMINOUS INCANTATION B

Those seeking to deal with Bellzuub with any sort of finality must perform a ritual to force him into a permanent state. The Verminous Incantation has been passed among arcane scholars for centuries. Hermit spell casters, town elders, and large libraries could provide this information to curious adventurers.

Ritual

1. First create and present an Enhanted Lure to summon Bellzuub, he will typically investigate within 1-3 days.
2. Once Bellzuub manifests, utter the incantation to lock him into his current physical Form. The bind will last for a period of 24 hours.
3. Finally, if you slay Bellzuub and burn his body whilst he is locked in physical Form, he will remain dead.

   Reality reacts to an Unshaped's death with a series of unusual events. In Bellzuub's case, plagues of confused insects torment nearby Settlements for several weeks.

Enchanted Lures

- A Lure must be something that an insect would be naturally drawn to, but made with Magic Materials or Additives by someone with an Advanced Crafting Discipline.
- The nature of the Lure will also dictate the Form Bellzuub chooses to manifest in. For example: a mixture of honey and Mistake Sugar might conjure a swarm of ant-like creatures, a Stargem lantern might attract a giant moth-like manifestation, and the bloom of a magical flower might summon an unusual buzzing insect.

B Adds 1 Bright Allegiance Point.



Feel free to add your own method of forcing Bellzuub into a fixed Form, or decide on specific ingredients required to create the Lure.

CHITTERING PUPPETRY A

Bellzuub can animate the recently slain by infesting them with insects, enabling him to make pawns of pauper and prince alike.

- Bellzuub can make a Puppet of anyone he has killed.
- Bellzuub can control multiple Puppets, but the combined Ranks of the animated individuals must not exceed 9. For example, a pair of Puppets who are Rank 4 and Rank 5, nine Puppets who are all Rank 1, or a single Puppet of Rank 9. Rank 0 characters count as Rank 1 for calculation purposes.
- Bellzuub can release an individual from his control at any time to take over a new corpse. The abandoned host collapses in a lifeless heap.
- Individuals under Bellzuub's control retain all abilities and knowledge but no have no will of their own. Puppets mimic the living effectively, although those close to a host might notice that they are 'out of sorts'.
- Bellzuub is aware of everything his Puppets experience.
- Wounding a Puppet, or exposing them to fire, will reveal the bugs hiding inside their body.
- If a Puppet is reduced to 0 Hearts, they are destroyed and the swarm will evacuate the host, only to wither and die shortly afterwards.

⚠ Colossal Creatures, artificial beings, and creatures that lack a solid body are immune to this Ability,

D Adds 1 Dark Allegiance Point.

BROTHERHOOD OF PESTS A

Bellzuub is not the father of all vermin, he is more like a beloved uncle. All insects and scavenging mammals will answer his call; while they are not willing to follow his orders, they are happy to share gossip.

- If Bellzuub, or one of his Puppets, has been located in an area or town for at least a week he will be able to establish a loose network of vermin informers.
- The network will keep Bellzuub informed of any local events, or important discussions, that transpire in the presence of a bug or small rodent.
- Bellzuub will be aware of anything the PCs have done, or discuss doing, if he makes a successful Insight Check. If privy to this knowledge he will be prepared.

B Adds 1 Bright Allegiance Point.

YIELD

THE VERMIN'S HEART

If Bellzuub is permanently slain, someone with the proper Ability can remove his Vermin's Heart, a gnarled stone that is always wet and warm, and use it as a Crafting Additive (→ p291).

- **Eldritch:** The Imbued item enables the bearer to communicate with bugs and other pests. These creatures will provide one word answers to simple questions, and perform basic tasks if appropriately incentivised to do so.

2 Slots • 300 Coins

MOOD TABLE

Bellzuub does not have random moods. When encountered by the PCs, it will be for a specific purpose or intent. Maybe he's determined to have one of them serve as a Puppet or has discovered their plans to interfere with his fun.

RESKIN

Whilst terrifying to mortals, Bellzuub is in fact one of the lesser Unshaped. Similar entities can be created by altering his Forms, Aspects, and Abilities to reflect other types of small creature such as birds, fish, or lizards.

You can also use the Insectoid Forms and Aspects without the Unshaped Ability to create a variety of monstrous bugs.

ADVERSARIES
Using Adversaries
Asura, Lajja
Bizzer Swarm
Blaster Mage
Chompa
Chosen one
Demon, Blighted
Drones
Goop
Giga Gruun
Grim Wing
Killservants
Lalka
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URARANI

COLOSSUS RANK 7

The forgotten crystal beast. A killing machine from the 1st Aeon made of unbreakable glass. Most of its kind have been destroyed or withered away in a reality they find suffocating, but a few have found a way to remain.

COMBAT VALUES		TRAITS / APTITUDES		ADVERSARY INFO	
+5 ATTACK	5 [1] HEARTS	14 MIGHT (P)*▼		TYPE	Monster *Aberration*
14 [2] DEFENSE	Average SPEED	5 DEFT.*		SIZE	Colossal
		13 GRIT (P)*		ALLEGIANCE	Dark Aligned *2 Dark*
		10 INSIGHT			
		11 AURA (P)			

[1] Per Strike Point
[2] Living Nightmare (+6 Defense)
Colossal Species (-2 Defense)

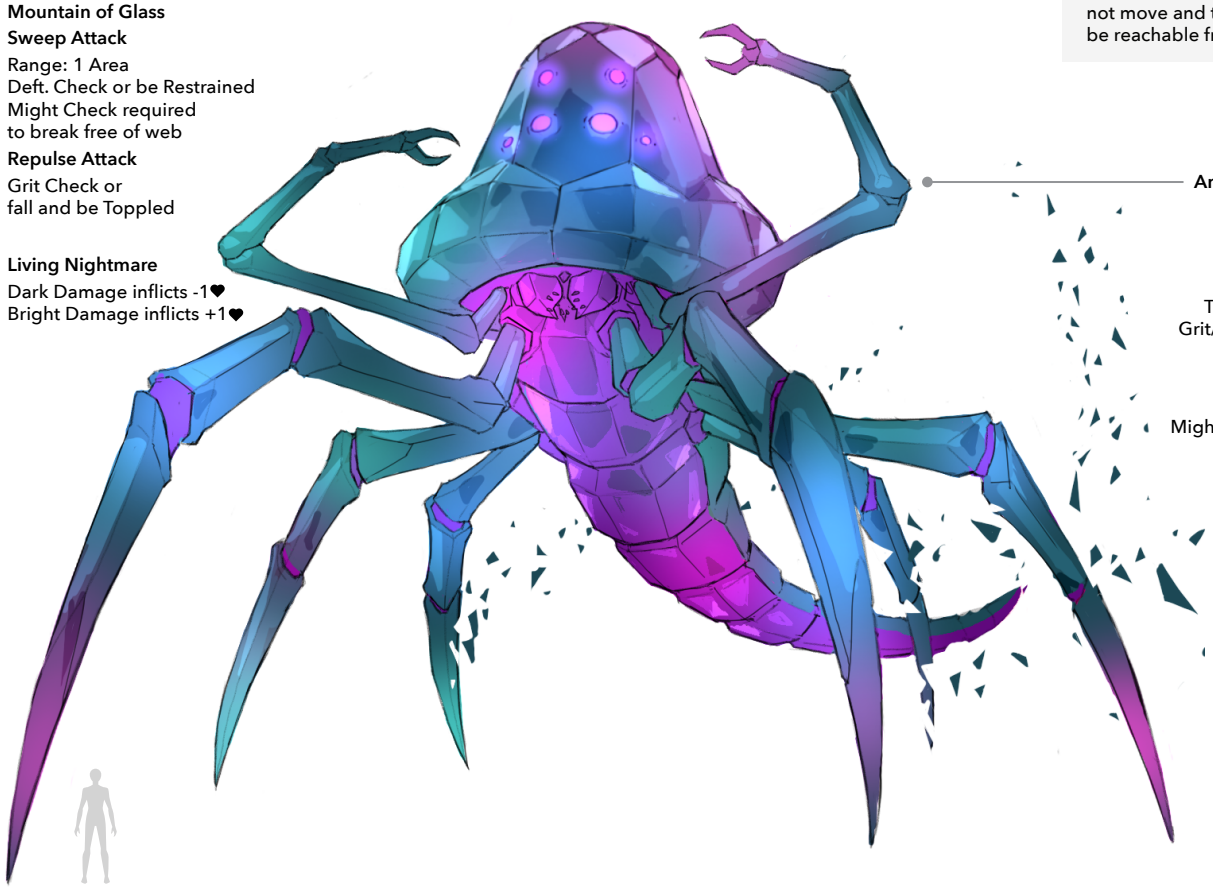
* Inexorable (+3 Might)
Writhing (-4 Deftness)
Unassailable (+2 Grit)
▼ Colossal Species (+2 Might)

Mountain of Glass

Sweep Attack
Range: 1 Area
Deft. Check or be Restrained
Might Check required
to break free of web

Repulse Attack
Grit Check or
fall and be Toppled

Living Nightmare
Dark Damage inflicts -1♥
Bright Damage inflicts +1♥



Arachnid Armament

Smash (pincer)
Range: 1 Area
Damage: 3 ♥

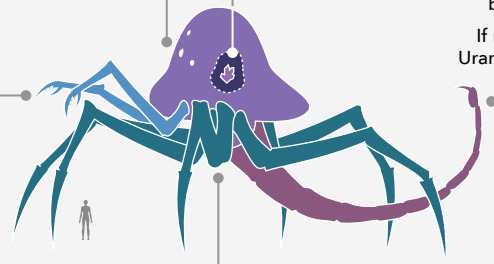
Swipe (tail)
Targets Strike Point
Grit/Deft. Check or be
knocked off

Snatch (pincer)
Restrains target
Might Check to escape

Crush
Damage: 2 ♥

Throw
Damage: 1 ♥
plus beToppled

CREATURE MAP



Prosoma 5 ♥
Cannot be hit with melee weapons from the ground. Makes an oddly hollow noise when struck

If reduced to 0 ♥ the Nightmare Crystal is revealed

Nightmare Crystal (Core Point) 5 ♥
A pulsating purple crystal that functions as Urarani's mind and soul, shielded by the Prosoma

If reduced to 0 ♥ Urarani is defeated

Chelicerae 5 ♥
Forelimbs used to inspect and attack.

If reduced to 0 ♥ the limbs can not be used to attack

Pedipalps 5 ♥
Legs used for locomotion

If reduced to 0 ♥ Urarani can not move and the Prosoma will be reachable from ground level

Tail 5 ♥
Long, whiplike tail

If reduced to 0 ♥ the Gooey Gossamer Ability is disabled and the tail can not be used to attack

Habitat: Urarani only intrudes on reality to expel a build up of painful mana. Urarani appears exclusively in the Shadowed Lands, perhaps it resembles its original home.

Communication: Urarani can only communicate in Dream Call, but its speech is so distorted that it requires an Insight Check to decipher.

Tactics: Urarani is uninterested in fighting, preferring instead to mutilate the surroundings. If forced to fight Urarani will target the strongest first, hoping the weak will flee so it can continue its frustrated rampage.

Indicators: A landscape covered in crystalline webs, garbled cries of lament, the smell of sulphur.

Role Playing Notes: Created and abandoned by the Unshaped, Urarani loudly laments its own existence. It will bemoan the loneliness of immortality and extol the virtues of oblivion but its actions are driven by unbearable suffering.

Customization: Variants might spray acid or other substances from their tails and may deal with their suffering in different ways.

ADVERSARIES
Using Adversaries
Asura, Lajja
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Killservants
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ABILITIES

MOUNTAIN OF GLASS B

Urarani is impossibly large and clearly unnatural, able to devastate the landscape and cover it in its odd webbing.

- Urarani is Colossal (→ p435).
- **Sweep Attack:** Gooey gossamer can be spewed from the end of Urarani's tail, covering large areas in a thick crystalline webbing.
  - The web can spray up to 1 Battlefield Area away.
  - Everyone within a targeted Battlefield Area must make a Deftness Check or be completely Restrained (→ p270) by the web.
  - Breaking free requires you, or an ally, to use an Action and make a Might Check. Due to the web's strength, all Checks suffer a Snag.
  - Uranani can also target one of his own Strike Points but, due to their size, they are immune to the effects.
- **Repulse Attack:** Urarani is able to blink between the The Nihility and Outer World at will, and any pests crawling along its body will find themselves standing on thin air.
  - Anyone currently resting on one of Urarani's Strike Points must make a Grit Check or plummet to the ground and are Toppled (→ p271).
  - At the GM's discretion the fallen may also suffer an Impact Injury (→ p267).

D Adds 1 Dark Allegiance Point.

ARACHNID ARMAMENT B

Urarani's forelimbs are its primary physical Weapons. Its massive tail is also an effective weapon.

- Urarani can use one of the following Attacks on his Turn:
  - **Smash:** On a successful Attack, a pincer does 3 Hearts of Damage, and can target you up to 1 Battlefield Area away.
  - **Swipe:** Urarani's tail can target all foes located on one of its Strike Points. On a successful Attack, the tail does 2 Hearts of Damage. In addition, targets must make a successful Grit or Deftness Check or be knocked off Urarani.
  - **Snatch:** On a successful Attack, a pincer grabs and fully Restrains (→ p270) you. You can attempt to escape at the beginning of each Turn by making a Might Check.

    Uranani can Restrain a maximum of two enemies at one time.
  - **Crush:** If Urarani has you in their pincers, he can crush you and do 2 Hearts of damage without requiring an Attack roll.
  - **Throw:** If Urarani has you in their pincers they can throw you at a target up to 2 Battlefield Areas away. On a successful Attack, you and the target take 1 Heart of Damage and are Toppled (→ p271). On a miss, you land 2 Battlefield Areas away and are Toppled.

⚠ Urarani's pincers are clumsy tools, and are incapable of delicate manipulation.

LIVING NIGHTMARE B

Urarani's crystalline surface feeds off, and constantly vents, inky Dark Mana.

- Attacks doing Dark Damage are reduced by 1 Heart.
- Attack doing Bright Damage are boosted by 1 Heart.
- +6 Defense Rating.

D Adds 1 Dark Allegiance Point.

YIELD

Urarani's massive body unravels and vanishes if destroyed. The memories of the encounter will become immediately hazy. Key details will remain consistent, but everyone will recall a slightly different impression of the events and creature.

MOOD TABLE

Choose or roll a Mood

1-5 Melancholic trance

Urarani has finished venting mana and is preparing to depart reality. He will vanish in a few turns unless the party attempt to interact with them in some way.

6-14 Lonely anger

Urarani is in the middle of smashing apart an isolated structure of some kind; folk are fleeing, some trapped by the destruction. Urarani is disinterested in the PCs, unless they interfere.

15-20 Painful rage

Urarani appears out of nowhere, starting its rampage right in front of the PCs, they must choose: fight or flight?

RESKIN

If you remove Urarani's magical nature, the colossus could be reskinned as an enormous, metallic war machine. Add a small crew to man the contraption.

ADVERSARIES
Using Adversaries
Asura, Lajja
Bizzer Swarm
Blaster Mage
Chompa
Chosen one
Demon, Blighted
Drones
Goop
Giga Gruun
Grim Wing
Killservants
Lalka
Master Villains
Mundymutts
Skelemen
Shadow Beast
Tiny Unhelpful Cloud
Undead Peddler
Unshaped, Bellzuub
Urarani
Creating Adversaries

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CREATING ADVERSARIES

Fantastical biomes can be home to unique or rare species. Creating your own creatures will reinforce the world's strange and undiscovered nature, and promote the PCs' use of caution.



While customisations and reskins are the quickest way to create new Adversaries, you can also build one from scratch.

Creating an Adversary

1. Create a primary Concept for your Adversary.
2. List any useful Quick Facts about your Adversary that will help you use them during play.
3. Choose a Menace and Rank to determine the level of threat your Adversary poses to your PCs.
4. Choose Aptitudes and Traits that fit with your Adversary's Concept.
5. Calculate your Adversary's Combat Values.
6. Decide on your Adversary's Yield.
7. Create a Mood Table.
8. Choose, or create, Abilities to represent your Adversary's mental, physical, or magical powers.

ADVERSARY CONCEPT

A solid concept is the foundation of the Adversary creation process. Once established, subsequent creative decisions should be guided by your chosen concept. Inspiration for your Adversary can come from anywhere, but when defining it think about:

- **Theme:** How does this Adversary fit in to the Adventure's environment or Situation? Is it an aquatic monster for a half-submerged lair or an ice golem that guards a frozen keep?
- **Key Challenge:** What would make an Encounter with your Adversary interesting or challenging for the PCs? Is it elusive or immune to certain Attacks? Does it have a significant tactical advantage in its lair? Does it have a devastating Melee Attack that forces PCs to change their tactics?

QUICK FACTS

Coming up with Quick Facts (→ p358) provides you with a framework to develop your concept. Fleshing out your Adversary's Habitat, Tactics, Communication, etc. This will help you to think about how they will interact with your PCs.



Look at the Quick Facts for the pre-designed Adversaries for guidance or inspiration.

MENACE

Adversaries can be one of four types of Menace, which sets their Rank and will impacts what Abilities they can access.

- **Mooks** or **Basic Folk** are always Rank 0.
- **Bosses** range from Rank 1 to 10.
- **Mega Bosses** range from Rank 5 to Rank 15, and have:
  - A Legendary Ability (→ p433).
  - An Attack Bonus equal to their Rank, rather than the value from the progression table or…

    An Edge on all rolls related to a particular Aptitude.
- **Colossi** range from Rank 5 to Rank 15:
  - They have the Colossal Ability (→ p435) which comes with one Sweep and one Repulse Attack.
  - Have a Creature Map (→ p435).



Your Adversary's Menace should be guided by your concept. A bandit scout would be a Mook, but his commander may be a Boss.

RANK

The exact Rank you select determines your Adversary's overall strength and potency. Choose a Rank suggested by your Adversary's Menace.

- Most living things are Rank 0-2.
- Local heroes and villains are Rank 3-4.
- Rank 5 and above is far beyond the reach of most mortals. These Adversaries will have local, regional, or even global Reputations (→ p279).
- Entities of Rank 11 and higher are truly legendary: powerful immortals, divine beings from beyond the Heaven Seal, or landscape destroying Colossi.



If you're worried about creating an under, or over, powered monster run a few quick test Fights with your players' PCs to see how it turns out.

APTITUDES & TRAITS

Use the Adversary Rank Table (→ p432) to determine your Adversary's base Aptitudes, then…

- Choose three Aptitudes appropriate to your Adversary's concept to be the Primary Aptitudes. The remaining two are considered Secondary Aptitudes.
- Pick 2 Positive Traits and 1 Negative Trait that fit with your Adversary's concept.

If you want to add any more Positive Traits, you should also add another Negative Trait to counterbalance it.

COMBAT VALUES

- All Adversaries start with a Defense Rating of 10 and a Speed Rating of Average.
- Use the Adversary Rank Table (→ p432) to determine your Adversary's starting Attack Bonus and Hearts Total.

YIELD

A defeated Adversary can provide treasures that can be harvested.

- **Gear:** An Adversary will be equipped in a way that is appropriate to its Menace and concept.
  - Mooks will have cheap or mundane items.
  - Bosses will have expensive items like Heavy Armor, Custom Gear, or Magic Consumables.
  - Megabosses may have Imbued Gear or powerful relics.
- **Materials & Additives:** If an Adversary's Ability is connected to their physiology, they might yield Materials (→ p288) or Additives (→ p291) that can be harvested from their body.

  For example, a heavily scaled monster might yield a Magical Fabric or an Adversary that can spit a fireball might yield Additives that enable Imbued Weapons to do Flame Damage.



Don't give your Adversaries any overpowered items you wouldn't want your PCs to get their hands on!

MOOD

You can just use the standard Mood Table (→ p358) for your Adversary, or if you prefer you can craft one that better reflects your creation's unique nature.



Some Adversaries may not be subject to mood swings, but programmed robots or deities may always have a clear purpose and intent.

V
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ADVERSARY TABLE

MENACE	RANK	ATTACK	HEARTS	APTITUDES		ABILITIES		
				PRIMARY	SECONDARY	#	ADV.*	LEG.**
MOOK	Zero	+0	1	6	6	1-2		
BOSS	1st	+1	2	8	7	2-3		
	2nd	+2	2	8	7	2-3		
	3rd	+2	3	9	8	2-4		
	4th	+3	3	9	8	2-4		
COLOSSUS or MEGABOSS	5th	+4	4	10	9	3-5	✓	✓
	6th	+4	4	10	9	3-5	✓	✓
	7th	+5	5	11	10	3-6	✓	✓
	8th	+6	5	11	10	3-6	✓	✓
	9th	+6	6	12	11	4-7	✓	✓
	10th	+7	6	12	11	4-7	✓	✓
	11th	+8	7	13	12	4-8	✓	✓
	12th	+8	7	13	12	4-8	✓	✓
	13th	+9	8	14	13	5-9	✓	✓
	14th	+10	8	14	13	5-9	✓	✓
	15th	+10	9	15	14	5-10	✓	✓

* Advanced Abilities are only available at Rank 5 or higher.
** Legendary Abilities are only available to Colossi or Megabosses.

CREATING ADVERSARY ABILITIES

If using or re-theming an existing Adversary, Species, or Calling Ability does not create the desired result, create an Adversary Ability from scratch.

Creating an Adversary Ability

1. Choose an Ability Type, a primary focus for the Ability.
2. For Magic Abilities, determine the type and number of Allegiance Points gained.
3. Choose an Ability Level, the potency of the Ability's effect.
4. Choose an Ability Limitation. If required, add a condition that limits the Ability's use.

ABILITY TYPE

Abilities are used to define a specific property of your Adversary. For example, a beast might have one Ability to represent its scaly skin, another for its leathery wings, and yet another to describe its fire breath. Use Abilities to represent:

- **Performance boost:** Providing a Bonus or Edge on a certain type of roll.
- **Physical trait:** Species Size, Supernatural Abilities, unusual senses, special movement, or any other Ability that grants physical power.
- **Special attack:** Unique offensive techniques or powers.
- **Support:** Powers that heal, or assist, themselves or others.
- **Skill:** The potential to act as a Guide, know a Crafting Discipline, or possess any similar knowledge-based Ability.
- **Magical:** Invisibility, levitation, or other unusual cosmic powers.

MAGIC ABILITIES

If the Ability draws on the Dark or Bright Mana it will affect your Adversary's Allegiance, just like it would a PC. When assigning an Allegiance use the following guidelines:

- **Bright Aligned:** Typically Bright Abilities are forceful, constructive or straightforward. They also include powers that evoke the elemental forces of fire or wind.
- **Dark Abilities:** Typically Dark Abilities are sharp, soothing or deceptive. They also include powers that evoke the elemental forces of water or shadow.
- **Allegiance Points:** Basic and Advanced Adversary Abilities add 1 Allegiance Point, Legendary Abilities will add 2.



There will always be exceptions to these rules, and whether an Ability is Light or Dark is ultimately up to you.

ABILITY LEVELS

Use the Adversary Rank Table (→ p432) to guide the number of Abilities your Adversary possesses and whether they can access Advanced or Legendary Ability Levels.

Base Ability: Prior to modification, an Adversary's mental and physical performance is comparable to an average human adult. Abilities are applied when a deviance from this baseline is desired.

[B] **Basic Abilities:** Low-Rank Adversaries have Abilities that provide minor powers. Basic Ability examples include:

- Mimicking a normal tool or weapon.
- Granting a Crafting Discipline or the ability to act as a Guide.
- Providing a form of specialized movement, such as climbing or swimming.
- Dealing Special Damage.
- Inflicting a hindering or non-lethal Ailment.

[A] **Advanced Abilities:** At Rank 5 and above Adversaries have Abilities that provide major powers. Advanced Ability examples include:

- Doing up to 3 Hearts of Damage to an individual target.
- Attacks that affect the occupants of an entire Battlefield Area.
- Having an Edge on common rolls, such as Aptitude Contests or Checks.
- Granting a Supernatural Ability.
- Increasing the Adversary's Speed Rating, or providing them with flight or another form of special movement.
- Disabling certain other Abilities or harmful effects.
- Inflicting a deadly or permanent Ailment.

[L] **Legendary Abilities:** Megabosses and Colossal Adversaries have access to Abilities that enable them to take on a group of PCs on their own. Legendary Ability examples include:

- Enabling a retaliatory strike against anyone that misses an Attack.
- Causing a Heart of Damage or inflicting an Ailment on individuals located in the same Battlefield Area as them.
- Providing an opportunity to nullify Magical Abilities, or turn them back against their casters.
- Restoring a lost Heart each Turn, or in response to receiving a particular type of Special Damage.
- Providing immunity to certain Attacks, such as: Dark or Bright aligned Magic Abilities, Attacks made with Mundane Weapons, certain types of Special Damage, or specific Ailments.

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ABILITY LIMITS

If an Ability is particularly potent or useful, you can apply a limitation to stop it dominating an Encounter.

No Limits: If the Ability only provides a minor perk, one that could be replicated by a of piece gear worth less than 25 coins, it does not require a limitation.

Minor Limits: Abilities that are significantly enhanced versions of normal actions can be tempered with a Minor Limit.
For example:

- The Ability can be resisted with a successful Check from the target.
- The Ability can be attempted until the Adversary fails the required roll or, alternatively, when it succeeds.
- The Ability effect only lasts until the Adversary uses the Ability again.
- The Ability can be used safely once. Subsequent uses during the same Fight will result in the Adversary losing a Heart or risk contracting a detrimental Ailment.

Major Limits: Abilities that can significantly harm an entire party, inflict a permanent negative effect, or significantly restore lost Hearts can be tempered with a Major Limit. For example:

- The Ability may be resisted via a Contest with the Adversary.
- The Ability may only be used once every 24 hours.
- The Ability may only ever be used once against an individual.
- The successful use of the Ability causes Damage to the Adversary, or inflicts them with a temporary Ailment.
- The Ability takes a round to charge, allowing the PCs to take evasive action.



As well as the Abilities of the example Adversaries, look at the Species and Calling Abilities to get a better idea of how you can use Ability Limits.

You could give Basic Abilities higher levels of potency if you apply a severe Ability Limit.

EXTREME SPECIES SIZES

Adversaries are not limited to the Species Sizes used for PCs.

TINY SPECIES

Faeries, micro-drones, funguys, and other Adversaries that are less that 1 foot tall.

Defense Modifiers

- +3 Defense Rating, a tiny target.

Tiny Might

- Might is relative to Species of the same size, they always lose Might Contests with larger foes.
- Tiny Species need to make Might Checks when attempting to perform an action larger Species take for granted, like pushing a pot off a shelf or closing a door.

Fighting

- Tiny Species can't cause you any harm with physical Attacks.

Using Gear

- Tiny Species can't carry or use gear designed for larger Species.

⚠ Any Species-specific variations to this Ability will be noted in the Adversary's description.

MASSIVE SPECIES

Trolls, ogres, war machines, or other Adversaries over 10 feet tall.

Aptitude & Defense Modifiers

- +2 Might, immense mass.
- -2 Defense Rating, hard to miss.

Massive Might

- Might is relative to Species of the same size, they always win Might Contests with smaller foes unless their opponent possesses Supernatural Might.
- Massive Species only make Might Checks when performing incredible feats of strength. For example, crashing through walls and uprooting trees.
- Massive Species may suffer the Cramped Area Condition when in internal spaces designed for smaller folk.

Fighting

- Massive Species have two size related Attacks:
  - **Sweep Attack:** Strikes as an Arc Weapon.
  - **Focus Attack:** Strikes as a Mighty Weapon.

Using Gear

- Massive Species can't use or manipulate gear designed for smaller Species.

⚠ Any Species-specific variations to this Ability will be noted in the Adversary's description.

COLOSSAL SPECIES

Kaiju, or other huge Adversaries that are big enough for you to travel across.

Aptitude & Defense Modifiers

- +2 Might, titanic mass.
- -2 Defense Rating, easy to hit but extremely tough to penetrate.

Creature Map & Hearts Total

- Divide your Colossus into Strike Points that represent each major body part, this is the Creature Map.
- Each Strike Point has the Hearts Total listed on the Adversary Table.
- Assign one of the Strike Points as the Core Point. This should be difficult to reach or only exposed in certain situations, such as just before the creature releases its devastating breath weapon.

Colossal Might

- Might is relative to Species of the same size, they always win Might Contests with smaller foes.

Fighting

- Fighting Colossal Species requires the Colossal Combat rules (→ p264).
- In addition to its other permitted Actions, a Colossus can perform one of two size-related in Attacks:
  - **Sweep Attack:** Everyone within a targeted Battlefield Area must make a Deftness Check or be hit.

    The Sweep does 1 Heart of Damage and has an additional effect specific to the Colossus. For example, a tail lash may Topple opponents but a toxic belch might add the Harmful Condition to the Battlefield Area.

    Make sure to level buildings, swipe away bystanders, and shake the earth even if the PCs avoid the Attack.
  - **Repulse Attack:** Anyone on the Colossus must make a Check or be knocked off.

    The Check required depends on the nature of the Repulse Attack. For example, Might would be used to hold on if a beast shook wildly but Grit would be used to endure an electrical pulse.

    Remember, falls from height can incur an Impact Injury.

Too big to feel it

- Due to their immense scale, a GM can decide an Ability's effect on the Colossus may be diluted. For example, inflicting an Ailment might have no impact at all or only affect a single Strike Point.

Land strider

- Enormous strides enable a Colossus to outrun those in pursuit, unless using a swift Vehicle or Mount.

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EXAMPLE ADVERSARY CUSTOMISATIONS & RESKINS



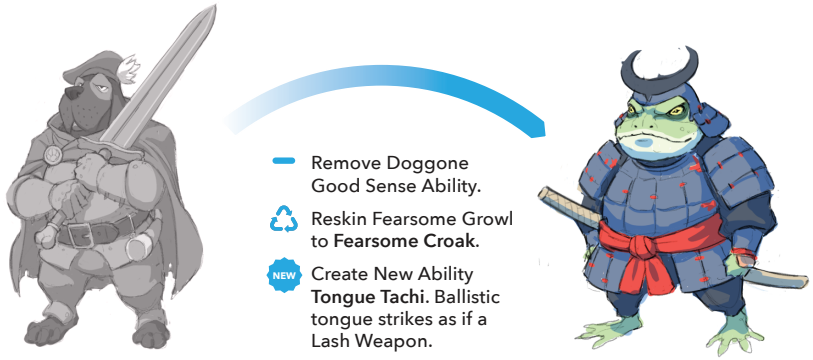
Mange Hexer

- Increase Rank by 1
- Make Small Species (→ p106)
- Add Sage's Mortifying Bloat Ability (→ p61)

Mange Bandit
(→ p400)

Pit Mange

- Increase Rank by 1
- Make Large Species (→ p106)
- Add Champion's Brute Ability (→ p30)



Proudhound
(→ p402)

- Remove Doggone Good Sense Ability.
- Reskin Fearsome Growl to **Fearsome Croak**.
- NEW Create New Ability **Tongue Tachi**. Ballistic tongue strikes as if a Lash Weapon.

Croak Ronin



Chompa
(→ p368)

- Remove Blubbery Skin Ability.
- NEW Create New Ability **Hunter's Haste**. This grants Supernatural Leaping and upgrades Speed Rating to Fast.

Snarl

EXAMPLE ADVERSARY CREATION

Eruptle
Mobile volcano



STARTING CONCEPT

A tough Adversary for a Thunda Sands Map Encounter is needed to make any Journeys across the Adventure Map a risky undertaking for PCs.

To take advange of the region's desert environment the Adversary will be a fabled beast that surfaces sporadically to deliver a fiery bombardment on its prey.

DETERMINING BASE VALUES

The Adversary is a Rank 7 Mega Boss. The Adversary Table (→ p432) sets the intitial Combat Values, Aptitudes, and Abilities.

- **Combat Values**
  Attack Bonus +5, Hearts 5, Defense Rating 10, Speed Rating Average.
- **Aptitudes**
  Chosen Primary Aptitudes (11) are Might, Grit, and Aura. Secondary Aptitudes (10) are Deftness and Insight.
- **Traits**
  The Eruptle will be Extremely Rugged (+2 Grit) but Cumbersome (-1 Deftness)
- **Abilities**
  A Rank 7 Mega Boss can have between 3-6 Abilities and use Advanced Abilities.

CREATING ABILITIES

- **Mini Mountain** is an Ability that makes the Eruptle Massive (→ p434).
- Reskin Chompa's Blubbery Hide (→ p369) to **Obsidian Shell**. This makes Eruptle Slow, on the surface, and grants +4 to its base Defence Rating and +1 to its Hearts Total.
- Reskin Blaster Mage's Magic Big Shot (→ p367) to **Lava Breath**. There is no Allegiance Point gained from the Ability, as it is non-magical, and it does Flame instead of Bright Damage.
- Reskin Belzuub's Insectoid Aspect: Burrowing Mandibles (→ p423) to **Sand Tunneller**. Same Ability except Speed Rating under the surface will be Fast.
- NEW Create New Ability **Sand Shifter**. When under the sand the Eruptle can create a ripple across the surface. Everyone in a Battlefield Area the Eruptle passed through must make a Deftness Check or be Toppled. This Ability can be used in addition to the monster's allowed Action.
- Reskin Murder Princess' Sword Storm (→ p54) to **Pyroclastic Blast**. There is no Allegiance Point gained from the Ability, as it is non-magical, and its range is extended to 1 Battlefield Area. It also now does Flame Damage, instead of Mundane.

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ADVERSARY SUGGESTIONS

ADVERSARY CONCEPT

Choose or roll a descriptor and type

	Descriptor	Type
1-2	Primal	Beast
3-4	Frost	Serpent
5-6	Dreamborn	Avian
7-8	Toxic	Insectoid
9-10	Fire	Plant
11-12	Flesh wapred	Humanoid
13-14	Undead	Reptilian
15-16	Magical	Ooze
17-18	Synthethetic	Arachnid
19-20	Divine	Fish

ADVERSARY ODDITY

Choose or roll an oddity

1-2	It's made up of smaller entities acting in unison
3-4	Has elemental affinity/immunity
5-6	Has control of the environment
7-8	Has additional limbs/tentacles
9-10	It's psychically connected with another entity
11-12	Has a potent magical substance growing on it
13-14	Possesses a strange relic
15-16	Has access to Calling Abilities
17-18	Can assume multiple forms
19-20	Is Immortal and can only be destroyed by utilizing a Weakness (See below)

UNUSUAL MOVEMENT

Choose or roll a movement

1-2	Crawls along the ground, and climbs with ease
3-4	Slow but certain slithering
5-6	Rolls about like a ball
7-8	Rapid hopping or leaping
9-10	Walks in a disjointed or unnerving fashion
11-12	Wing dependent flight
13-14	Unnatural flight/levitation, and is able to hover
15-16	Amphibious, moves as well in the water as it does on land
17-18	Phasing/teleportation
19-20	Moves between reality and Elsewhere/Other World at will

ATTACK METHOD

Choose or roll a method of attack

1-2	Crushes and pummels using raw physical strength
3-4	Breath weapon, caustic spittle, shooting Spines
5-6	Swallows targets whole or by absorbing them into its body
7-8	Projects raw magical energy from eyes or hands
9-10	Rends and slashes with claws
11-12	Inflicts an Ailment via its Attack
13-14	Uses handheld weaponry
15-16	Uses Light Magic Abilities that blast and strike
17-18	Uses Dark Magic Abilities that hex and hinder
19-20	Weaponizes a Special Defense (See below)

SPECIAL DEFENSE

Choose or roll a special defense

1-2	A squishy body, that absorbs physical blows with ease
3-4	Skin that is thick, scaled, or otherwise difficult to pierce
5-6	A volatile substance sprays out of its body when hit
7-8	Gradually regenerates from wounds
9-10	Unusual handmade armor
11-12	Immunity to a specific sort of Attack or Damage
13-14	Bright magic that deflects or stops Attacks
15-16	Dark magic that obscures and misdirects
17-18	Immunity to mundane attacks
19-20	Has Mage Breaker Quirk (→ p139)

WEAKNESS

Choose or roll a weakness

1-2	Can be punctured or deflated like a balloon
3-4	Is oddly light, so easy to push or throw around
5-6	Enamored with, or terrified of, its own reflection
7-8	Strangely trusting of a certain sort of creature or personality
9-10	Weak against a particular type of magic or Attack
11-12	Exceptionally vulnerable to a particular Ailment
13-14	Terrified of something non-threatening (Light, a particular color, etc.)
15-16	Must remain constantly in motion while active or become inert for a time
17-18	Repelled by holy signs or a particular material
19-20	Can only be defeated by a specific weapon, method, or ritual

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APPENDIX

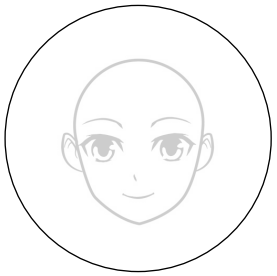


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ADVENTURER

This adventurer belongs to...

IDENTITY



NAME

CALLING

SPECIES

HOMELAND

LANGUAGES

HISTORY

PURVIEWS
My background grants me an Edge on...

DESCRIPTION

APTITUDES

MIGHT
Smash, crush, lift
BASE ○
TRAIT -2 -1 +1 +2
BONUSES./PENALTIES

DEFTNESS
Dodge, sneak, leap
BASE ○
TRAIT -2 -1 +1 +2
BONUSES./PENALTIES

GRIT
Cling, persist, press on
BASE ○
TRAIT -2 -1 +1 +2
BONUSES./PENALTIES

INSIGHT
Notice, know, remember
BASE ○
TRAIT -2 -1 +1 +2
BONUSES./PENALTIES

AURA
Persuade, inspire, terrify
BASE ○
TRAIT -2 -1 +1 +2
BONUSES./PENALTIES

COMBAT VALUES

ATTACK BONUS
Add to my Attack rolls
BASE ○
BONUSES./PENALTIES

HEARTS TOTAL
Protecting me from injury
BASE ○
♡ ♡ ♡ ♡ ♡ ♡ ♡ ♡ ♡ ♡
BONUSES./PENALTIES
INJURIES

DEFENSE RATING
Best this to strike me
BASE ○
BONUSES./PENALTIES

SPEED RATING
Decides how many Areas I can move

SLOW	AVERAGE	FAST	V. FAST
0 Areas	1 Area	2 Areas	2 Areas

BASE BONUSES./PENALTIES

QUIRK

ABILITIES

INVENTORY

○ INVENTORY SLOTS BASE ○

RANK & XP

RANK	CURRENT XP	XP FOR NEXT RANK

ALLEGIANCE

○ DARK ALLEGIANCE POINTS

○ BRIGHT ALLEGIANCE POINTS

☐ NONE
☐ DARK
☐ TWILIGHT
☐ BRIGHT

GIFTS

WEALTH

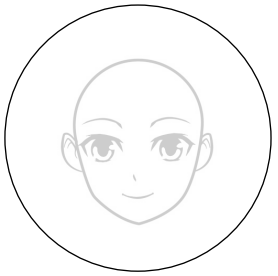
STONES	COINS	GEMS

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ADVENTURER

This adventurer belongs to... Reynaldo Madriñán

IDENTITY



NAME: Mariah Doeheart

CALLING: Battle Princess

SPECIES: Tenebrate

HOMELAND: Wistful Dark

LANGUAGES: High Akenian

HISTORY: Starlight Farmer

PURVIEWS
My background grants me an Edge on...
- Sorting the good soil from the bad
- Persevering when you ought to
- Empathy for all living creatures

DESCRIPTION
She seeks to see the whole of Outer World and leave it in a better state than she found it.

APTITUDES

MIGHT BASE 8
Smash, crush, lift
8 — TRAIT -2 -1 +1 +2 — BONUSES./PENALTIES

DEFTNESS BASE 8
Dodge, sneak, leap
8 — TRAIT -2 -1 +1 +2 — BONUSES./PENALTIES

GRIT Courageous BASE 9
Cling, persist, press on
10 — TRAIT -2 -1 +1 +2 — BONUSES./PENALTIES

INSIGHT Single-minded BASE 7
Notice, know, remember
6 — TRAIT -2 -1 +1 +2 — BONUSES./PENALTIES

AURA Charming BASE 10
Persuade, inspire, terrify
11 — TRAIT -2 -1 +1 +2 — BONUSES./PENALTIES

COMBAT VALUES

ATTACK BONUS BASE +2
Add to my Attack rolls
+3 — BONUSES./PENALTIES
+1 Heart's Blade (Master Weapon)

HEARTS TOTAL BASE 3
Protecting me from injury
3 — BONUSES./PENALTIES
INJURIES

DEFENSE RATING BASE 10
Best this to strike me
13 — BONUSES./PENALTIES
+2 Light Armor
+1 Standard Shield

SPEED RATING
Decides how many Areas I can move

SLOW	AVERAGE	FAST	V. FAST
0 Areas	1 Area	2 Areas	2 Areas

BASE: Average — BONUSES./PENALTIES

QUIRK

Curious (p134)

ABILITIES

SPECIES ABILITIES

* SHADOW SIGHT (p91)
  See in the dark, Immune to Obscured
* NIGHT BORN (p91)
  +1 Dark Point + Dark Gift

STARTING ABILITIES

* HEART'S BLADE (p41)
  Sky Steel Master Weapon
* SOUL COMPANION (p42), Guardian Animal

'Churly Paws'
Abilities: Fighter, Attacks as Standard Weapon
+1/2 your Attack Bonus, 2 Hearts, 12 Defence, Fast

* SHIELD OF LOVE (p42)
  Shied 1 person from 1 Heart, once per fight

STANDARD ABILITIES

* CRY OF THE HEART, +1 Bright Point (p43)
  Gain an Influencing Factor for Negotiation

INVENTORY

10 INVENTORY SLOTS — BASE 10

1. Treats (x10)
   'Mama's cookies'
2. Common Rurual Good
   'Family's best shovel'
3. Light Armor
   'Travelers Cuirass'
4. Shield, Standard
   'Lantern Knight Shield'

RANK & XP

RANK	CURRENT XP	XP FOR NEXT RANK
2	7	12

ALLEGIANCE

1 DARK ALLEGIANCE POINTS
1 BRIGHT ALLEGIANCE POINTS

- [ ] NONE
- [ ] DARK
- [x] TWILIGHT
- [ ] BRIGHT

GIFTS
Fangs

WEALTH

STONES	COINS	GEMS
	19	

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GEAR LIST

Stones Coins Gems Inventory Slots

MELEE WEAPONS → p152

	Gear Allowance	Extra Damage		
Standard Weapon	Species: All Callings: All	+20	1	10
Concealed Weapon	Species: Small, Medium Callings: Factotum, Sneak, Champion, Raider, Sage	+22	1	5
Quick Weapon	Species: All Callings: Factotum, Sneak, Champion, Raider	+22	1	15
Master Weapon	Species: All Callings: Factotum, Champion, Raider	+18	2	30
Mighty Weapon	Species: Medium, Large Callings: Champion, Raider	+20	2	20
Arc Weapon	Species: Medium, Large Callings: Champion, Raider	+20	3	25
Lash Weapon	Species: All Callings: Factotum, Champion, Raider, Heretic	+22	1	30
Combination Weapon	Species: All* Callings: Champion, Raider	?*	?*	?*

* *Depends on Weapon Types combined*

MISSILE WEAPONS → p158

	Gear Allowance	Extra Damage		
Thrown Weapon	Species: All Callings: All	+22	1	2
Drawn Weapon	Species: All Callings: Factotum, Sneak, Champion, Raider	+20	2	10
Ammo (x5)			1/2	1
Small Mechanical	Species: Small, Medium Callings: Factotum, Sneak, Champion, Raider, Sage	+18	1	15
Ammo (x3)			1/10	1
Large Mechanical	Species: All Callings: Factotum , Sneak, Champion	+18	2	25
Ammo (x3)			1/??	?

ARMOR → p163

	Gear Allowance	Defense Bonus		
Light Armor	Species: All Callings: All	+2	2	2
Medium Armor	Species: All Callings: Champion, Raider, Battle Princess, Murder Princess	+4	3	2
Heavy Armor	Species: Medium, Large Callings: Champion, Battle Princess, Murder Princess,	+6	4	2
Superheavy Armor	Species: Medium, Large Callings: Champion, Battle Princess, Murder Princess	+8	5	2

SHIELDS → p169

	Gear Allowance	Defense Bonus		
Small Shield	Species: All Callings: Factotum, Champion, Raider, Battle Princess, Murder Princess	+0	1	2
Standard Shield	Species: All Callings: Champion, Raider, Battle Princess, Murder Princess	+1	1	2
Large Shield	Species: Medium, Large Callings: Champion, Battle Princess, Murder Princess	+2	2	2

OUTFITS → p172

Functional Outfit	2*	5
Appealing Outfit	2*	20
Authoritative Outfit	2*	15
Costume	2*	8
Artisan's Outfit		
Outfit Only	2*	8
Outfit and Kit	2*	58
Extreme Outfit		
Heat	2*	8
Cold	2*	12

* *When carried not worn*

WEARABLE ACCESSORIES → p173

Traveller's Bag	1	3
Backpack	1	5
Pouch	1	3
Rebreather	1	15
Blackout Goggles	1	2

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WAYFINDING → p174

Local Map	1/10	7
Kingdom Map	1/10	2
Regional Map	1	20
World Map	2	2
Compass	1	20

ILLUMINATION → p175

Torch	1	4
Lantern	1	5
Lumi-Slime Lantern Only	1	8
Lumi-Slime Lantern & Slime	1	20

SPECIALIST'S KIT → p176

New Kit*	2	50
Replenishing a Kit	N/A	25

** Physician's, Dungeoneer's, Alchemist's, Mender's, Gadgeteer's*

BOOKS → p176

Beginner's Tome, Ins.12	1	6
Journeyman's Tome, Ins.14	1	12
Master's Tome, Ins.16	2	18
Forgotten Lore, Ins.18	2	24
Translation Journal	1	20

CONSUMABLES → p177

Rations	1/10	1
Hardy Rations	1/10	3
Treat	1/10	3
Basic Potion	1	10
Booster Cake	1/10	15

COMBUSTIBLES & CHEMICALS → p178

Oil/Fuel, 10 Units	1	10
Solvent	1	20
Grenade	1	20
Bomb	3	45

MISCELLANEOUS → p179

Adventuring Gear	1-2*	8
Common Rural Goods	1-2*	8
Common Urban Goods	1-2*	12
Oddities & Luxury Items	1-2*	16
Trade Goods	3	25

** Depends on item*

CURIOSITIES ETC. → p180

Star Gem	1/10	3
Shadow Stone	1/10	5
Holy Icon	1	75
Long Grabber	2	45
Scanner	1	1
Spell Engine		
Small	1	2
Large	2	4

OTHER WORLD ITEMS → p182

Other World Sidearm	1	N/A
Other World Pocket Device	1	N/A

FOLLOWERS → p184

Scamp	10*
Scholar	5*
Scout	5*
Custrel	8*

** Per day*

PETS → p188

Growl	75
Buzzer	75
Pudge Grub	100
Fuzzcoil	100
Skree	75
Purr	75

MOUNTS → p191

Jumbug	200
Mokko-Do	150
Rokko-Do	275
Largzard	500

PACK BEASTS → p193

Shaggy Bumpo	400
Grubbish	435

VEHICLES → p196

Coracle	2	80
Velocipede	2	45
Cart	N/A	1
Breeze Rider	2	3
Skimmer	N/A	8
Felucca	N/A	6
Cloud Breaker	N/A	12
Walker	N/A	6

PROPERTY → p200

Hut	80
Town House	6
Workshop, with x10 Supplies	3
Restock Supplies x10	50

SERVICES → p201

Room & Board	
Shoddy	10
Functional	20
Luxurious	100
Workshop Rental	
Basic Workshop	2
Hi-end Workshop	20
Crafter Commissions	Varies
Medical Treatment	
Injury	5
Prosthetic	5
Recreational Attractions	5
Post Paw	
Deliver Message	1
Deliver Item in same Region	5
Deliver Item to other Region	1
Membership	5
Intercontinental Travel	
Sea	8
Air	16

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GAME BASICS

GENERAL PLAY → p212

1. **GM provides information**
   - Present a situation that needs response
   - Provide information players can use
   - Appeal to senses when describing
   - Suggest actions if players falter
2. **Players describe their PCs actions**
   - Describe action and intent
   - GM will assess feasibility and...
   - Decide if rule or roll is required and...
   - Clarify and warn of risk/consequences
3. **Resolve consequences of PC actions**
4. **Repeat**

BONUSES & PENALTIES → p214

Bonuses: You can only apply 1 Bonus per roll
- Major Bonus (+4)
- Minor Bonus (+2)

Penalties: You can only apply 1 Penalty per roll
- Major Penalty (-4)
- Minor Penalty (-2)

- A Bonus is added when trying to roll a low target number but subtracted when rolling under a target number.
- A Penalty is subtracted when trying to roll high but added when rolling under a target number.
- In the case of a Contest, you don't need to use the full bonus, just what's needed to win
- Bonus & Penalties cancel each other out

EDGES & SNAGS → p214

Edges: Roll twice and take the best result, you can only apply 1 Edge per roll

Snags: Roll twice and take the worst result, you can only apply 1 Edge per roll

Edges and Snags cancel each other out

CHECKS & CONTESTS

CHECK PROCEDURE → p218

1. **Trigger (rules or GM decides)**
2. **Choose Aptitudes**
3. **Determine Bonuses/Penalties and Edges/Snags**
4. **Roll Check (20 is always a fail!)**
5. **Resolve (see if Special Success)**

APTITUDES → p217

Might	Smash, crush, lift
Deftness	Dodge, sneak, leap
Grit	Cling, persist, press on
Insight	Notice, know, remember
Aura	Persuade, inspire, terrify

CONTEST PROCEDURE → p219

1. **Trigger (rules or GM decides)**
2. **Choose Aptitudes**
3. **Determine Bonuses/Penalties and Edges/Snags**
4. **Roll Contest (20 is always a hit)**
5. **Determine winner (highest number for successful Check)**
6. **Resolve (see if Special Success)**

Linked Contests: Use Turns, 2 wins in a row

Special Success: Gain an extra benefit if unmodified roll is same as Aptitude used

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JOURNEY

JOURNEY PROCEDURE → p223

1. **Choose destination and Route**
2. **Work out route**
3. **Roll navigation (if required)**
4. **Move 1 day's distance**
5. **Roll Map Encounter**
6. **Camp or Rush**
7. **Repeat**

ROUTES → p224

Path	Requires Guide & Navigation Tools or Lost
Road	Can't get Lost Distance in 1 day x2
River	Can't get Lost Distance in 1 day x2 if using water-based Mount/Vehicle

ADVERSE TERRAIN → p225

Difficult	Distance in 1 day1/2
Impassible	Need Mount/Vehicle/Special Movement to traverse
Harmful	Resist Ailment or other condition

TRAILBLAZING → p226

When Trailblazing...

- Use when no established Route
- Distance same as 1 day's travel along Route
- Requires a Guide or Lost
- Guide makes Insight Check or Lost

LOST → p227

1-12	**A few missteps** Travel ½ distance in a day
13-16	**Wrong turn** 1 day's travel in the wrong direction
17-20	**Full circle** No progress made

CAMPING → p229

When camping you can Eat, Sleep, and perform 1 Camp Activity...

Eat	Consume 1 Ration to avoid Starvation
Sleep	Rest to avoid Fatigue
Craft	Downtime Activity GM decides what's possible at Camp
Socialize	Downtime Activity
Hunt/ Forage	**Hunt:** Deft Check **Forage:** Insight Check 2+ hunter/foragers grants a +2 Minor Bonus to roll Rations received depend on terrain and GM: **Barren:** 2 Rations **Typical:** 4 Rations **Plentiful:** 6 Rations
Graze	Animal Companions with Ability only
Scout	Can eat but... No Sleep or other Camp Activity

RUSHING → p229

When Rushing...

- Travel an additional day's distance
- Navigation rules apply
- Can eat but not sleep (GM may allow sleep if there is a suitable Mount/Vehicle)

EXPLORE

EXPLORE PROCEDURE → p231

1. Choose PC Positions
2. Choose Movement Type
3. Move to new Location
4. Deal with Guardian Encounters
5. Perform Location Actions
6. If Move to new Location, repeat

PC POSITIONS → p233

Vanguard	Insight Check to detect threats from the front Protect those behind from Attacks from the front Cannot be targeted by enemy Attacks from the rear for 1 Turn (if only Tactical Action and there are characters behind them)
Observe	Insight Check to detect hidden environmental information Cannot be targeted by enemy Attacks from the front or rear for 1 Turn (if only Tactical Action and there are characters in front/behind them)
Rearguard	Insight Check to detect threats from the behind Cannot be targeted by enemy Attacks from the front for 1 Turn (if only Tactical Action and there are characters behind them)
Scout	Move one Location ahead of the main team Able to use Stealthy Movement even if the rest of the team is not Must deal with Encounters on their own for 1 Turn before the rest of the team can catch up

MOVEMENT TYPES → p234

Cautious	All Location details revealed (no Insight Checks needed) but... Guardian Encounters alerted!
Hasty	Outpace pursuing threats or other time-based threats but... Forfeit Insight Checks to detect threats and... Guardian Encounters alerted!
Stealthy	Make Insight Checks to detect hidden threats PC with lowest Deftness vs. Guardian Insight to avoid detection, there is a Snag if someone in team is wearing Medium Armor or heavier **Success:** Can Ambush Guardian or Move past undetected **Fail:** Guardian Encounter alerted! Scouts Make their own Deft. Check, independent from the rest of Team **Success:** Team have 1 Turn to prepare for wany threat detected by Scout **Fail:** Scout is on their own for 1 Turn

LOCATION ACTIONS → p235

Inspect	All Location details revealed but... Roll for Wandering Encounter!
Linger	Stopping for a few minutes but... Roll for 2 Wandering Encounters!!
Move	Move to new Location or return to a previously explored Location... No Wandering Encounters!

NEGOTIATE

NEGOTIATE PROCEDURE → p239

1. Choose Objective
2. Choose Primary Negotiators
3. Select Tactic & Influencing Factors
4. Roll Contest
5. If fail, can Push (but only once)

TACTICS & FACTORS → p240

Tactics	**Physical Intimidation** Might vs. Grit
	Reasoned Debate Insight vs. Insight
	Charismatic Appeal Your Aura vs. Grit
	Honeyed Words/Deceit Aura vs. Insight
	Guilt Trip Insight vs. their Grit
	Belligerence/Blathering Grit vs. Grit
Factors	**Evidence**
	Situations
	Character
	Bribes

- Minor Bonus (+2) if a Factor applies
- Major Bonus (+4) If other side is especially susceptible to the Factor
- Minor Bonus (+2) if a Treat is used
- Major Bonus (+4) if Booster Cake

PUSH YOUR POINT → p241

If you lose the initial Negotiation, you have one chance to Push Your Point, but you...

- Must use different Tactic to first negotiation
- No influencing Factors are allowed

NEGOTIATION WITH GROUPS → p242

Groups	**Small group (6 or less)** Rolls for each group member Convince ½ the group to win
	Unit/Coalition (7 or more with leader) Use leader's Aptitudes Immune to Physical Intimidation
	Mob/Rabble (7 or more, no leader Can only use Charismatic Appeal Use mob's average Grit

MULTIPLES TEAMS → p242

Interfering Team must choose a Primary Negotiator and Interference Tactic...

Tactics	**Bullying:** Might **Nitpicking:** Insight **Mocking:** Aura

- If the Interfering Team win the Contest you lose the Negotiation

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FIGHT

FIGHT PROCEDURE → p245

1. Team 1 declares 'Fight!!'
2. Ambush? Deft. vs. Insight
   Success: Foes miss a Turn
3. Determine the Battlefield
4. Team 1 Turn (Move/Act & resolve)
5. Team 2 Turn (Move/Act & resolve)
6. Repeat from step 3

BATTLEFIELD CONDITIONS → p250

Cramped
Lose Speed Rating Defense Bonus
Minor Penalty on Attack rolls (unless Unarmed, Concealed, S.Mechanical)

Harmful
Lose 1 Heart per Turn
At 0 Hearts roll Burning/Caustic Injury

Isolatated
Extra Move required to enter/leave
MIght/Deft. Check required if Climb

Obscured
Snag on precision rolls

Precarious
Deft. Check every Turn
Failure = Toppled
Falling/Impact Injury if elevated
Avoid Check if forfeit Action

Sheltered
Attacks from outside Area suffer a Snag

Suffocating
You suffer the Suffocation Ailment

MOVES → p253

Speed	Moves	Armor Speed Rating max
Slow	0 Areas	Superheavy
Average	1 Area	Heavy
Fast	2 Areas	Medium
Very Fast	2 Areas	Light

ACTIONS → p254

Tactical	**React** Predict & react to enemy
	Use ability Calling, species, or other
	Extra move +1 Area
	First aid Stop Near Death Injury
	Flee Enemies get free attack
	Miscellaneous Non-aggressive action (10 secs)
Combat	**Attack**
	Defend +2 Defence
Assists	**Tactical assists** Create attack opportunity
	Attack assist +2 Attack Bonus
Custom	**Attack stunt** Extra effect but Wager!
	Trick Extra effect but no damage

Diminishing Returns: Snag on repeated use of the same Custom Action on same enemy

DEFENSE RATING → p247

Size

Small	Medium	Large
11	10	9

Armor

Light	Medium	Heavy*	Superheavy*
+2	+4	+6	+8

Shields

S. Shield	L. Shield*
+1	+2

Speed

Fast	Very Fast
+2	+4

Restrictions* for Small species
Armor: -1 Speed Rating, Snag on Attack, Snag on Might & Deft rolls
Shield: Use Action to benefit from Defense Bonus and Parry

WEAPON DAMAGE/ABILITIES → p152

Weapon + Ability	Damage	Extra Dam.
Melee		
Unarmed Snag against armor	1	N/A
Standard Weapon	1	20+
Concealed Weapon** Ambush in plain sight	1	22+
Quick Weapon +1 Defence Rating	1	22+
Master Weapon +1 Attack Bonus	1	18+
Mighty Weapon* -2 Attack if 1 handed	2	20+
Arc Weapon* -2 Attack if 1 handed 2 enemies with 1 roll	1	20+
Lash Weapon Attack range 1 Area	1	22+
Missile		
Thrown Weapon Ambush in plain sight	1	22+
Drawn Weapon 2 handed	1	20+
Small Mechanical** 1 Turn reload (2 hands!)	1	18+
Large Mechanical 1 Turn reload (2 hands!) +2 Attack Bonus	1	18+

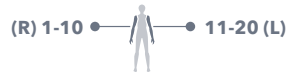
Restrictions: * Small species ** Large species
Snag on Attack, no Att. Stunts or Combat Tricks

WEAPON RANGE → p158

Current Area	Melee
1 Area away	Lash Thrown Small Mechanical Missile
2 Areas away	Drawn Large Mechanical Missile

INJURY TABLE → p260

i. 1st Injury	ii. 2nd Injury	iii. 3rd Injury	
i. 1-5	ii. 1-3	iii. 1-2	**Shocked/Stalled** Miss a Turn
i. 6-9	ii. 4-6	iii. 3-4	**Armor crash** -2 Defense Bonus If no armor > Wounded
i. 11-14	ii. 7-9	iii. 5-6	**Wounded** -1 Hearts Total If 0 Hearts > Quiet Death
i. 15-16	ii. 10-11	iii. 7-8	**Broken arm** 1/2 Might for Checks/Contests If 2nd time > Severed
i. 17-18	ii. 12-13	iii. 9-10	**Broken leg** -1 Speed Rating level
i. 19-20	ii. 14-15	iii. 11-12	**Out cold** Unconcious until Fight End An enemy can slay you in 1 Turn
i. -	ii. 16-17	iii. 13-14	**Near death** Die in 2 Turns if no First Aid
i. -	ii. 18	iii. 15-16	**Severed** Attack range 1 Area
i. -	ii. 19	iii. 17	**Mutilated** Die in 2 Turns if no First Aid -1 to Aptitude
i. -	ii. 20	iii. 18	**Mortal wound** 1 Turn to Act then you die
i. -	ii. -	iii. 19	**Quiet death** You are dead
i. -	ii. -	iii. 20	**Messy affair** There is nothing left of you







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OBJECT DEFENSE RATING → p263

Material	Defense Rating
Fragile	10
Resistant	14
Hard	16
Very Hard	18
Supernatural	20

OBJECT HEARTS → p263

Hearts	Size
1	Small hand-held
4	Large hand-held
6	Chib-sized
8	Human-sized
12	Cart-sized

MISCELLANEOUS INFO

Battle Ready Mounts

- Provides Attack Assist

Dual wielding

- 2nd Attack suffers a Minor Penalty (-2)

Shield parry

- Can parry 1 hit per Fight

Oil/Fuel

- Once ignited does 1 Heart per Round
- At 0 Hearts then Caustic/ Burning Injury or object Sundered
- Harmful Conditions added to Area (optional)

Solvent

- Attack roll needed
- 1 Unit causes Caustic/Burning Injury

Grenade

- Thrown Range: 1 Area
- All in Area Toppled and must make a Deft Check or lose 1 Heart

Bomb

- 1 Action to Set
- Everyone up to 1 Area away is Toppled and must make a Deft Check or lose 8 Hearts
- Structures lose 8 Hearts

PERILS

IMPACT TABLE → p267

Height	Speed	Injury level
<15 ft	<15 mph	i. **Light**
<30 ft	<30 mph	ii. **Severe**
>30 ft	>30 mph	iii. **Critical**

CAUSTIC/BURNING INJURIES → p267

1-5	**Shock** Lose next Action
6-15	**Superficial burn** -1 Penalty to all rolls If 2nd Superficial Burn > Serious Burn
16-20	**Serious Burn** -1 Penalty to all rolls -1 Hearts Total If another Superficial Burn > Another -1 Hearts Total If Hearts 0 > Death

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AILMENTS → p268

Ballooned

- Speed Rating reduced to Slow
- Snag on all Might, Deft.,Grit rolls
- Snag on Attack rolls
- Foes gain Edge on Attack
- You are buoyant
- Your clothes are ruined
- You cannot fit in small spaces or through regular sized doors

Blinded/Deafened

- Snag on all rolls involving removed sense

Chibbed

- Small Species are immune
- Medium > Small: -1 Might, 8 Inventory Slots
- Large > Medium: -1 Might, 10 Inventory Slots
- Note that Combat Gear Allowance change!

Disorientated

- Insight Check before every Check, Contest, or Attack.
- If you Fail the Insight Check but succeed on your next roll the GM will impose an undesirable outcome or effect
- Requires an Action and make Insight Check to remove Ailment

Dispirited

- Can't Move or use Action (unless forced)
- No Speed Bonus on Defense Rating
- Requires an Action from an assistant in the same Area and you must make an Aura Check to remove Ailment

Fatigued

- For each day without sleep you suffer a -1 Penalty to Checks, Contests, and Attacks
- If Penalty exceeds half your Rank you will collapse for 24 hours
- 24 hours sleep needed to remove Ailment

Jellyfied

- Might & Deft. Aptitudes cut in ½
- Speed Rating reduced to Slow
- Immune to Falling/Impact Injury
- Water is now a Harmful Condition for you
- You can squish through small gaps

Overburdened

- Speed Rating is reduced by 1
- Snag on all Might & Deft. Checks

Petrified

- **Round 1:** Legs freeze
  Round 2: Arms freeze
  Round 3: Petrified
- You cannot perceive what's around you
- In petrified state you can be Sundered as if an object (Defense Rating depends on Material)

Putrefied

- Lose 1 Heart per Turn
- Make a Grit Check at 0 Hearts
  Failure: Effect defined by cause of putrefaction
  Success: Resist for another Turn

Restrained

- GM decides what actions you can perform with Restrained limb
- GM decides if a Might or Deft. Check to escape from restraints

Starved

- For each day without food suffer -1 to your Hearts Total
- If you reach 0 Hearts you die!
- Remove Ailment by consuming 1 day's worth of nutrition

Suffocated

- You can hold breath for ½ your Grit Aptitude in Turns (values are rounded down)
- After this you die on the next Turn if you are not rescued

Terrified

- PCs suffer a Snag on Checks and Attacks when interacting with the source of terror
- Companions/GMCs move away or are paralyzed with fear

Toppled

- You cannot Move
- No Speed Rating Bonus on Defense Rating
- Snag on all Attacks, Might & Deft. rolls
- Foes gain Edge on Attack
- It takes 1 Turn to stand up

DOWNTIME

DOWNTIME ACTIVITIES → p273

Crafting

- See Crafting rules

Healing

- You can heal 1 Injury per Downtime
- Your most severe Injury heals first
- Using Treatment Services can remove a 2nd Injury/Ailment
- Severed/Mutilated Injuries need Advanced Magical Treatment to heal

Identify relic

- Check depends on relic:

  Techno-Relic/Gadget: Insight Check
  Artifact: Aura Check
  Magitech: Insight or Aura Check

  Fail: You can carry on with Reckless Research or try again next Downtime and benefit from an Edge

- **Reckless Research**

1-8	Snap > Light Repairs
9-15	Kaboom!! > Roll on Injury Table
16-20	What the...!? > Relic related

Preparation

- Spend money on Gear and choose a number of Inventory Slots to leave blank.
- Choose the Gear you need during play and write in Slots (or convert back to money)

Recruitment

- Your Aura vs. Follower/GMC Grit
- Can't recruit Follower/GMC of same or higher Rank than you
- Minor Bonus (+2) if a Social Bond or weakness is exploited
- Major Bonus (+4) if both apply!

Reputation management

- Aura Check
  Success: You gain a Minor Bonus (+2) when using your Reputation
  Fail: You are ignored or create the wrong impression
- Edge when spreading existing Reputation to new area
- Snag when trying to change a Reputation
- An Alter-ego can have different Reputation

Research next Adventure

- Entire team gain 1XP for going on a Researched Adventure

Socializing

- Aura vs. Grit
  Success: Gain +1 to Hearts Total until next Downtime... and establish a Social Bond

Taming

- Your Aura vs. beast's Grit
  Success: GM assigns beast as Pet, Mount, or Pack Beast.
- You must be higher Rank than beast to tame
- Minor Bonus (+2) if you appeal to a weakness

Training your Companions

- Your Aura vs. Companion's Grit
  Success: Companion gains 1 Training Point
  Fail: Edge on next attempt
- Training Points can be spent on...
  - Weapon proficiency (2 pt)
  - Skill (2 pt)
  - Enhanced movement (2 pt)
  - Value boost (2 pt)

Unique Endeavor

- GM decides if your endeavor is feasible
- GM decides if Check or Contest required

SOCIAL BONDS → p279

- Form a Social Bond with a PC/GMC by Socializing together during Downtime
- Minor Bonus (+2) for rolls if a Social Bond provides you with extra motivation

REPUTATIONS → p279

- Minor Bonus (+2) on rolls where Reputation helps
- Minor Penalty (-2) on rolls where Reputation hinders

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CRAFT

CRAFTING PROCEDURE → p281

1. Choose item to Craft
2. Check tools & materials
3. Make Crafting roll

CRAFTING DISCIPLINES → p283

Alchemy	Substances & chemicals
Artificing	Trinkets & jewellery
Cooking	Consumables
Forging	Weapons & armor
Gadget.	Mechanical devices
Tailoring	Clothes & accessories

REPAIR & CUSTOMISATION → p285

Light repairs

- Repair damaged (still usable) item, but not Sundered item
- Requires 1 Specialist Kit and few hours
  Success: Restore all object Hearts
  Fail: Crafting Mishap

Extensive repairs

- Repair Sundered (unusable) item
- Requires Workshop and 1 day
  Success: Usable, with all object Hearts
  Fail: Crafting Mishap

Customization

- Requires the same crafting equipment as would be needed for manufacturing the item and 1 day
  Success: Item is customised
  Fail: Crafting Mishap

CRAFTING IMBUED GEAR → p286

1. Identify Imbued Gear Type
2. Choose Suitable Material
3. Choose Additives
4. Make Crafting roll

IMBUED GEAR TYPES & ABILITIES → p286

Imbued Weapons

- **Suitable Materials:** Magic Metals
- **Imbuable Abilities:** Attack

Imbued Arnor

- **Suitable Materials:** Magic Metals
- **Imbuable Abilities:** Defense, Edritch

Imbued Shields

- **Suitable Materials:** Magic Metals
- **Imbuable Abilities:** Defense

Imbued Outfits

- **Suitable Materials:** Magic Fabrics
- **Imbuable Abilities:** Empowering, Glamor

Permanent Artifacts

- **Suitable Materials:** Any solid Magic Material
- **Imbuable Abilities:** Empowering, Eldrtich

Temporary Artifacts

- **Suitable Materials:** Mundane Materials
- **Imbuable Abilities:** Empowering, Eldrtich

Imbued Consumables/Expendables

- **Suitable Materials:** Magic Consumables
- **Imbuable Abilities:** Attack, Defense, Empowering, Eldrtich, Glamor

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